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Where's Sony gone?

JULIAN BOARDMAN ■ EDITOR ■ "GROWLING"

Is Sony rattled? Are PS2 owners being abandoned by Sony? Its big summer event 2C has been cancelled, after first being moved, due to a reported lack of interest. Its two main rivals are slashing prices left right and centre and coming up with some top games yet Sony hasn't got a major release on its schedule until the winter. The great broadband experiment is stalled here in the UK with no sign of a start date in sight. Cheers Sony, thanks a bunch. Frankly it looks like PS2 owners have been dumped for the summer. It looks to me like Sony's left the dancefloor to the new, younger guys and is hanging around the back of the club hoping the shadows will hide the fact that it's looking old, knackered and out of touch. How about some support guys? You know, a few games for the summer that might make us sit up and think "ah yes, that's why I bought a PS2." Don't leave us high and dry, we've supported you, now give us something in return. Or am I being just a tad pessimistic?

LISA ASH ■ STAFF WRITER ■ "SUNBATHING"

Sony is a slacker when it comes to broadband. I've almost given up on that one now. It's let us down. And no festival either. But don't be glum. The sun is shining (hopefully) and we should be able to look forward to games like Turok, Spiderman, Mat Hoffman's and Toca Race Driver. So, there won't be any need for your machine to gather dust. Take it outside for a play. Catch some rays. Have an ice-lolly. It is the summertime after all..

MATT MARTIN ■ WRITER ■ "LOUNGING"

Right on, Sister! Summer's here and I'm going to be cold-loungin' at the Bar-B-Qs, sipping brews and cruising around the avenues in my erm, Go-Kart. It's a shame that the 2C festival has been cancelled but it's not the greatest way to experience games is it? There are plenty of rockin' festivals coming up where you can get drunk and socialise. Gaming is already a social activity at my house without some kind of 'broadband future'. Anyway, it's the summer. I'm up for sun, lager, more visible flesh and a flame-grilled 16oz moo-cow sandwich. So cheer up you grumpy old scrote. If you must play games there are stacks on the shelves. Go buy something different and expand your tastes.

Does anybody want to play games in the summer? Or is that what it's there for? Write to PSi-2, Thin Ice Media, Beacon Place, Stone, Staffs, ST15 0SS.

NEW!
RATED
ESSENTIAL! LIFESTYLE MAG
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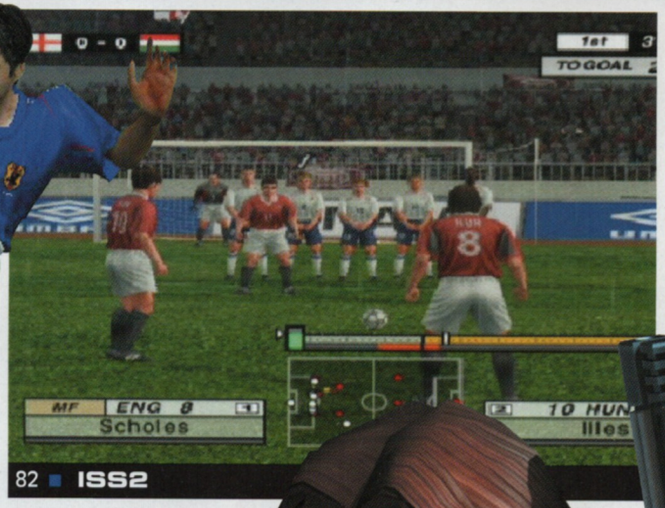

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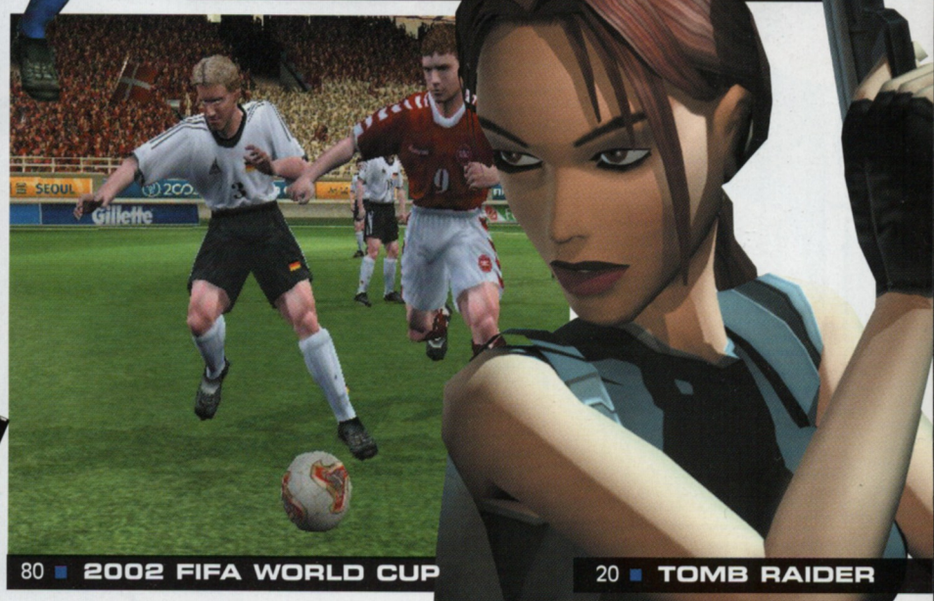

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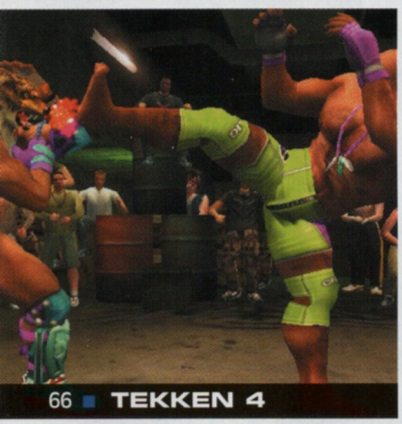

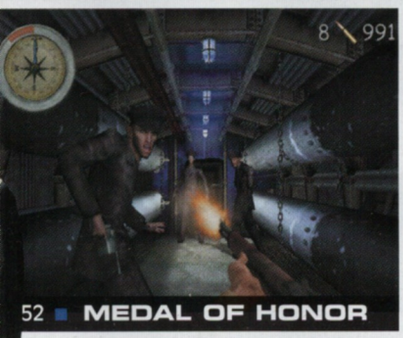

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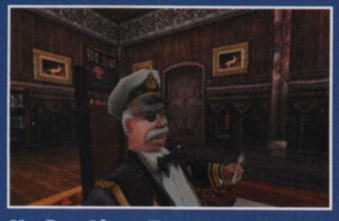
VOTE FOR CHEATS!

It's up to you to tell us which cheats you want to see on the PSi-2 coverdisc. Simply ring up and vote for whichever of the six games below you'd like to see cheats for the most. One lucky caller will be picked at random and will win an Action Replay 2 V2.

The Games:

Final Fantasy X

Mike Tyson Heavyweight Boxing



No One Lives Forever

F1 2002

Commandos 2

Need For Speed Hot Pursuit 2

The Number: **09064 77 44 80**

Calls cost 60p per minute. Lines open 24 hours a day 7 days a week. Open to UK callers only. The most popular cheat will appear on a future PSi-2 disc.

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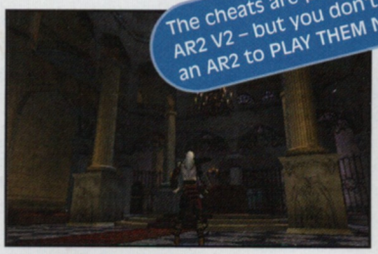

Blood Omen 2
Infinite rage bar and unbreakable weapons!

Maximo
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Jedi Starfighter
Who needs the force when you've got everything unlocked?

Crash Bandicoot: The Wrath of Cortex
Space gravity, all hubs complete and all powers.

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Platinum PLAYABLE CHEATS

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One hit knockouts and all costumes open. Hubba hubba!

Gran Turismo 3
Cars for a fiver, bags of cash and all licenses.

Red Faction
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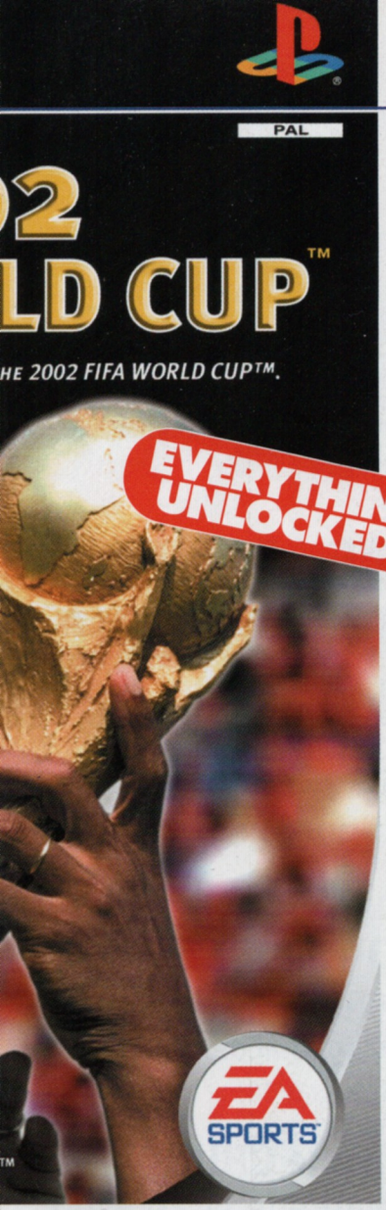
Tekken
Open all mov
Tekken Bowl!

PSi-2 ON THE DISC

PSi-2 INTERACTIVE MAGAZ



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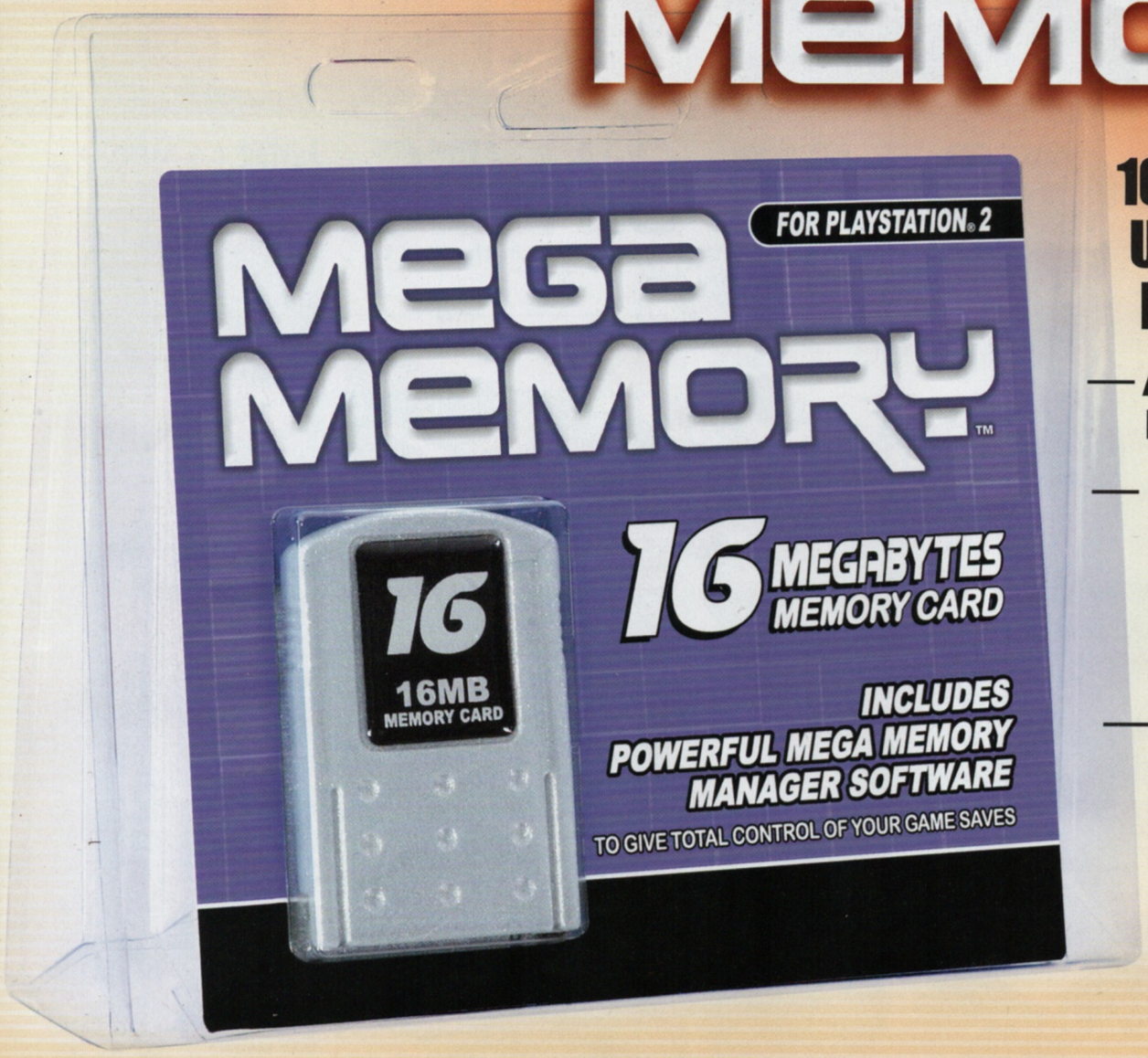

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NEWS

Inside: Star Wars Bounty Hunter...Tony Hawk's 5!...GT Concept Geneva...PS2 Vib Ribbon...Dead or Alive to become a movie?...Five pound off in Game...

FINALLY, A RELEASE DATE

FFX gets date and a bonus DVD

Final Fantasy X will be released in the UK on May 31st, and to make up for the long delay since its Japanese release, the UK will also be getting a bonus DVD.

Chocobo love

We know it's the only truly important RPG on the PS2. Apart from not including any Orcs in the game it is still the very epitome of modern role playing titles on the PS2. Everything else pales in comparison. Be thankful then that Sony has finally seen fit to grace Europe with a version of the game. People in Japan are bloody playing Final Fantasy XI online (well, Beta) and we've not yet had a sniff of Blitzball. Enough then, of the spoilt brat moaning. Let's celebrate the release. Get your felt tip pen out and circle the following date on you calendar. May 31st. It's a Friday and you can bet your ass the number of 'sickies' in the UK that day will rise dramatically. Now stop writing to us asking when it's going to be released. Once again, the day for Final Fantasy heaven will be May 31st.

The DVD will feature interviews with the creative minds behind the game including Yoshitaka Amano, the renowned artistic force behind the look of the game and even some of the voice over actors. There's trailers, for upcoming games, storyboards and plenty more for the Final Fantasy fan to fantasise about. Finally.

The bonus DVD in FFX follows the lead set by Silent Hill 2 and Metal Gear 2. Both those games were released in Europe many months after their Japanese releases, and the bonus DVDs were seen as "thank you" bonuses to the fans for staying interested in the games for so long.

SO FERRARI...

...So goody, as F355 Challenge drives onto the PS2

Sega AM2 has announced it's working on a PS2 version of the popular Dreamcast driving title F355 Challenge. As well as receiving a PlayStation2 polish the game will also get a tinkering under the bonnet with the addition of a number of original features. The original Dreamcast game was highly praised for the very smooth and realistic physics and if the PS2 version includes more tracks we could be in for another class driving title. Just in case you don't have enough.

EVERQUEST FOR PS2!

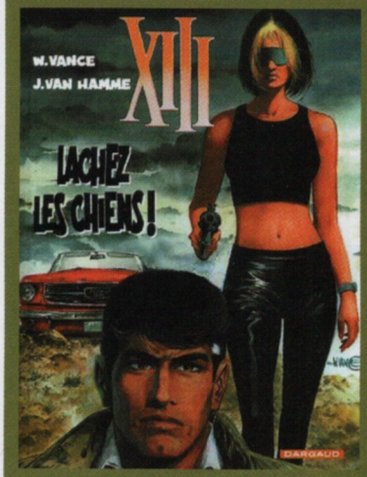
The most addictive online game EVER is on its way to the PlayStation2. Wave bye to your friends

EverQuest Online Adventures, the console version of Sony's phenomenally successful online RPG, is expected to appear on the PlayStation2 in spring 2003. If it has the success of it's PC forefather it's likely to signal the end of your schooling, relationships, work and contact with the outside world such is the addictive nature of the game. It's nickname is "Evercrack". The game will be set 500 years before the current PC community and hopes to offer levels of detail and character customisation never previously seen on a console.

Features will include nine playable races and 13 different classes with customisable genders, facial features and hair. Eight different terrains and nine cities will stretch over 360 square miles of land. The possibilities of a dedicated online PS2 community are endless, each world being able to support at least 3000 people simultaneously. EverQuest Online Adventures has been built from the ground up and designed specifically with the console player in mind, a keyboard will not be essential but will be helpful to communicate, this will be the first ever online-only game for the PS2. EverQuest is the single most successful massively multiplayer online role-playing game (MMORPG) in existence boasting in excess of 360,000 subscribers each paying $12.95 per month to play.

XIII WAYS TO DIE

All those Roman numerals and it's not an RPG?



At first glance it might appear to be a bandwagon-jumping move. Comic book licence, first-person shooter, interactive graphic novel, and cel-shaded world. But with closer inspection, newly announced XIII (thirteen) could be one of Ubi Soft's more exciting titles.

Unlucky

The game is based on the graphic novels by Belgian comic book author Jean Van Hamme, which follow the story of the amnesiac Jason Mullway, man of at least six other alter egos, as he's pursued by hired assassins while he tries to uncover his own identity. The game hopes to reveal a compelling, mysterious story through 'unique flashback visuals'. "We are constantly striving to push the gaming envelope, and XIII will create a world so unique and enthralling that gamers will become instantly engaged" said Laurent Detoc, President of Ubi Soft North America. The game will utilise Unreal II technology to deliver high frame rates, fluid animation and a host of modes including four-player split screen deathmatches. Okay then, nothing astoundingly original and with the glut of first-person shooters currently hitting the PS2, maybe the cel-shading will be necessary to make it stand out. More news and images as we get it.

STAR WARS BOUNTY HUNTER

Activision to bring Boba Fett's dad to the PS2

After our snippet regarding Star Wars: Bounty Hunter last issue we've been able to get our hands on some new details. The third-person action adventure will give players complete control over Jango Fett, the most feared and respected bounty hunter in the galaxy.

Boba F*cked

According to LucasArts, fans have been requesting a game based on Boba Fett for years but got Jango in a drum-up-trade-for-the-new-movie kind of way. The emphasis of Bounty Hunter is intense combat and physical action as Jango travels across six different planets in the Star Wars universe. Jango will be equipped with some of the best bounty hunting equipment available including twin Blaster pistols, a flame thrower, missiles and the distinctive jet-pack familiar to fans of the movies. PlayStation2 owners already have two cracking Star Wars titles with Racer Revenge and Jedi Starfighter. Let's hope come the autumn they'll have a solid action adventure title to add to their collection as well.

PUNCH DRUNK

Black & Bruised for your black and blue box

Digital Fiction is currently working on Black & Bruised, an arcade cel-shaded boxing game. Featuring eighteen different pugilists all with distinctive personalities and fighting abilities, Black & Bruised eschews realism for over the top punching fun.

Black eyes

As well as suitably toon-like effects such as spinning stars around a punch drunk opponent's head, Black & Bruised will feature distinct facial animations, including wheezing when jabbed in the belly and mid-fight taunts stopped half way with a fist in the gob. Most importantly the game will rely heavily on the pressure sensitivity of the DualShock2. Punches will connect with varying strengths depending on the pressure applied to the face buttons and the Analog sticks will be used to control the fighter's fists. Players will be able to defend using the sticks for low to high guards and everything in-between. Each hand can also be pulled back to get further leverage and unleash a Super Punch doused in flames, electricity and explosions. Black & Bruised does not currently have a UK release date but after the popularity of titles such as Ready to Rumble: Round 2 and Victorious Boxers it shouldn't be long before someone snaps it up.

PRAISE THE (DARK) LORD!

Platinum horror titles you lucky, lucky people

Fans of survival horror are in for a treat as Capcom's gore-tastic Onimusha and Resident Evil games are due for a budget release on Sony's Platinum range.

Rotten

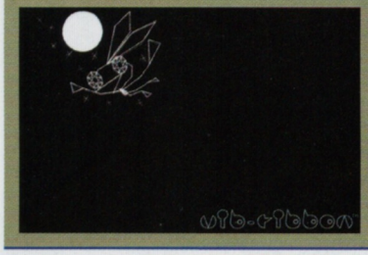
Onimusha Warlords follows the saga of Samanosuke as he attempts to rescue a kidnapped princess from an evil warlord. It features some of the most violent undead protagonists this side of Hell and was highly praised upon its release and it was the first PS2 title to sell over 1 Million copies in Japan. It's an essential game. The other Capcom title follows the standard format of Resident Evil games, Code: Veronica X has lots of zombie 'boo!' moments and Umbrella conspiracies with a garnish of mixed herbs. Not as essential but a great price for fans of the series. Both titles will be released on the Platinum range in June priced £19.99.

Konami has decided not to renew its relationship with ESPN. Considering the quality of games that came out, maybe 3DO will snap the sports license up... 2C The Official PlayStation Event has been cancelled amid threats of legal action. Sony may now return to the newly open to the public ECTS this autumn... TriLunar is working on Dragonkind from the mind of popular X-Men artist Joe Madureira. Players will take on the role of Grail, a boy blessed with all kinds of dragon related powers... Onimusha 2 won't be released in the US until August 27th with no news on a UK date as yet. Will anyone care by then...?

VIB RIBBON RETURNS

Rumours become fact!

A few issues back we brought you rumours that a sequel to the mighty Vib Ribbon was on its way. The original saw you control a dancing rabbit as he skipped gayly over constantly morphing terrain by using Parappa like button pushing impulses. It seems now that the rumour has a name and that name is Mojib Ribbon, at least in Japan anyway. The sequel takes the randomly generated environment concept that bit further. Mojib Ribbon will be online for a start and where the original used music CDs to generate Vibri's world, the sequel will use text files to create landscapes. As soon as we hear more on this simple and ingenious bemani concept we'll be the first to let you know.



THERE ARE MANIACS ON THE PITCH. LUMPY MANIACS...

Lego based-football? Yes please

If you're looking for a bit of light relief from the intensity of simulated, realistic football games that are flooding the market in the next few weeks, EA is hoping its Lego-themed Football Maniacs will provide a fun alternative.

Ostensibly aimed at 6-10 year olds looking for some character and adventure fuelled soccer action, Football Maniacs could, we reckon, appeal to the big in kid in all of us that can't help smile when confronted with Lego. The game promises fast-paced play (where the ball can't go out of the pitch), a variety of venues, including the deck of a pirate ship and a Wild West corral and you'll be able to play matches against invading Martians, chivalrous knights and others. There will be a story mode and three other game modes to bring variety into the game. Hopefully the game will be a bit of fun and, as it's developed by Silicon Dreams, the people who develop the Champions League games, it should be pretty respectable on the park too.

GE-NEVA BELIEVE IT!

UK GT Concept details firm up

The European edition of the Gran Turismo 3 mini-sequel will be named GT Concept Geneva after the huge motor show that takes place annually in the Swiss capital.

The show is regularly used by major motor industry players such as Ford, BMW and Mercedes to unveil new concept and on the road vehicles to the motor industry and public alike.

So where GT Concept Tokyo, now on sale in Japan, featured concept vehicles from mainly Japanese manufacturers that have featured at the Tokyo motor show, GT Concept Geneva will display a much more western bias. The game will still feature a mix of concept cars, the wild vehicles motor companies produce to test ideas and show how clever they are, and high-end production performance cars. GT Concept Geneva will be released in the UK in July.

I SAID 'SHOOT HIS FACE!'

Voice-recognition headsets for SOCOM: US Navy Seals

SCEA is putting a lot of faith in its upcoming autumn reality-war blockbuster SOCOM: US Navy Seals. Not only will it be one of the titles heading the forward march of Sony's online games but it will also be compatible with voice-recognition headsets. We assume the headsets will plug into the USB port where it will be used to issue commands to up to 16 other players online. The game features multiplayer co-operative modes as you patrol real world locations eliminating terrorists. We'll be able to give you a report on the practicality and clarity of the headsets after this year's E3 show in May.

Redneck mechanics rejoice, Studio 33 in Liverpool is working on Destruction Derby 4... Sony Online is currently being sued by a distraught American woman after her son committed suicide after playing Everquest for 36 hours straight and then suffered a mental breakdown... Sony Japan has had to delay online play while it sorts out content and technical difficulties with its broadband providers... THQ has acquired developers Outrage Entertainment to develop an original action adventure game to be announced at E3 in May... My dog's got no nose...

THE RIVALS

A flurry of price cutting this month saw both Xbox and GameCube become that bit more affordable, and put the PS2 under real pressure.

After what the more charitable industry insiders are describing as a "slow start", the Xbox had its price slashed to £199 by Microsoft in late April. Such a big price cut after just six weeks suggests that MS seriously overestimated the willingness of the UK punter to pay three hundred quid for its jolly green giant. The new price puts the Xbox on the same footing as the PS2 in the high street, and MS is compensating anybody who bought an Xbox at the previous price of £299 with a goodie bundle worth £115. Nintendo didn't hesitate to react however. Its GameCube was due to go on sale at around £170 just one week after the Xbox price slash, but after a weekend of cubic thinking it announced the GameCube launch price would be a mere £130 when it went on sale May 3rd. There really is no better time to be a gamer.

DOA MOVIE IN PRODUCTION

Dead or Alive or dead on arrival?

Mindfire Entertainment has won the rights to a movie adaptation of the Dead or Alive beat 'em-up series. "Dead or Alive had set the standard for fighting games on every next-generation gaming console and has a loyal fan base throughout the world that is eagerly anticipating the release of a feature film based on this extraordinary videogame series" said Mark Altman, CEO of Mindfire. Doesn't anyone remember the vile Street Fighter and Mortal Kombat movies? Can you honestly make a decent film based on a beat 'em-up?

RIDING HIGH SPIRITS

Get all obsessive/compulsive over motorbikes

Bam! Entertainment is working in conjunction with developers Spike to bring motorbike fetishist title Riding Spirits to the UK. The game, which sounds like a two-wheeled Gran Turismo, gives players the chance to ride more than 150 licensed super-bikes from such world-renowned manufacturers as Suzuki, Kawasaki, Honda and Yamaha. Players will compete in races to win money to purchase on customisations or new bikes. Featuring an advanced graphics and physics engine, each bike is meticulously created with its own unique handling, look and performance based on the real thing. Don't expect realistic crashes then, but do expect incredible speed and tight controls.

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SEGA IN GRAVE DANGER

Sega to release stylish shoot 'em up GunGrave

Fans of stylish shoot 'em-ups are in for a treat with the upcoming release of GunGrave from Sega. Not only does the hero of the game fire more rounds than Dante on a golf course but this dude wears a coffin over one shoulder. A coffin that doubles as a weapon. How hard can you get?

Coffin Dodger

With a stylish design philosophy that could be compared to the recent Devil May Cry, GunGrave's protagonist bounds about the screen, posing as he takes shots. The emphasis is on 'cool' looks and slick movement. To add to these high production values the game will feature full motion animation between levels and at the beginning of boss encounters. It might be strong on presentation but the gameplay is straight-up, old school shooter: kill everything in the level and move onto the next. Expect destructible environments and loads of on-screen enemies running around. With the upcoming Twin Caliber and MIB 2 on the horizon as well, is the PS2 set to get a bandolier of old-school shoot 'em-ups with new-school polish and graphics?

SHOOTIN' FROM THE LIP

Codemasters mouthing-off at the competition

"The first-person shooter market really needs its arse kicking" says Gavin Raeburn, studio head at Codemasters. He wants to shake up the 'predicable' games made by 'complacent' developers that rely purely on better graphics and broadband compatibility to 'spice up ageing dinosaurs'. The game to do this, he reckons, will be Shoot to Kill: Colombian Crackdown. Obviously, being set in Columbia, it sees players shooting up drug-runners and cocaine traffickers (not predictable then) and Codemasters hope to bring a new aspect to the genre through the use of revolutionary AI and physics systems. Codemasters, remember, is all set to advance the genre of motor sports by adding a story. We'll keep you posted with more groundbreaking news as it happens.

CHART

APRIL

PLAYSTATION2 TOP 10

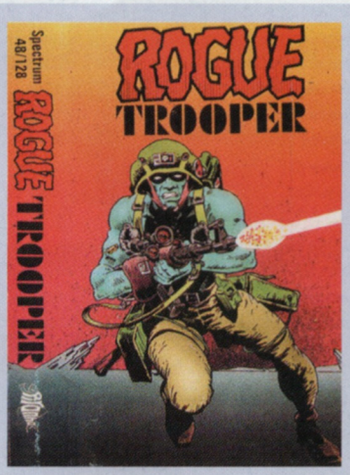
1	LMA MANAGER 2002	CODEMASTERS
2	GTA 3	TAKE 2
3	GRAN TURISMO 3	SCEE/PLATINUM
4	METAL GEAR SOLID 2	KONAMI
5	TEKKEN TAG TOURNAMENT	SCEE/PLATINUM
6	STATE OF EMERGENCY	TAKE 2
7	TONY HAWK'S PRO SKATER 3	ACTIVISION
8	PRO EVOLUTION SOCCER	KONAMI
9	KNOCKOUT KINGS 2002	EA SPORTS
10	MAX PAYNE	TAKE 2

I-SPY

Rumours, whispers and gaming goodness...

Rogue Trooper

Our resident game spy has heard details of a Rogue Trooper game, based on the classic 2000AD comic strip. Although the game is not in active development Rebellion (Alien Vs. Predator, Dredd Vs. Death) has created a demo that it is shopping around to ascertain what interest potential publishers would have in the title. The strip follows the story of a lone genetic infantryman as he fights on a biologically ravaged world, trying to discover who set up the massacre that killed his fellow troops. One of Rogue Troopers' unique selling points would be his equipment that is fitted with microchips containing the personalities of his dead war buddies.



Red Dead Revolver

Capcom is currently working on a third-person western adventure with the working title of Red Dead Revolver. The game takes place in a selection of Old West settings and features a gangly gunfighter anti-hero. The game is being developed by Angel Studios and will hopefully surface early next year.

Tony Hawk's 5 In The Half-Pipeline

Activision has announced it has purchased Shaba Games, developers of the PSone versions of Grind Session, Mat Hoffman's Pro BMX and Tony Hawk's Pro Skater 3 amongst others. Shaba is currently developing Shaun Murray's Pro Wakeboarder for the PS2, which gives players the chance to be dragged behind a very fast speedboat on a tiny plastic board. In related news, Activision has revealed in an interview with American website Business Week Online that it has begun preliminary work on Tony Hawk's Pro Skater 5, as well as the newly announced Pro Skater 4. Intriguingly the article goes on to say, "almost every Activision studio now has its own dedicated focus-group facilities, where game developers can watch through two-way mirrors as groups of ten-year-olds take on the latest Tony Hawk game". I-Spy has visions of good-cop, bad-cop developers bullying kids and then offering to cut a deal with a bag of Sherbert Dib Dabs.

Got some exclusive industry gossip? E-mail me in confidence: i-spy@psi-2.com

MAY WE PLAY?

Don't let the fact it's summer discourage you. There's a few gems appearing in the next few months.

A >

Aliens Colonial Marines	EA	Autumn
Alpine Racer 3	Namco	Summer
Antz Racing	Empire	Summer
Army Men RTS	3DO	May 17th
Auto Modellista	Capcom	Autumn

B >

Barbarian	Virgin	May
Battle Engine Aquila	Infogrames	September
Blade 2	Activision	TBA
Britney's Dance Beat	THQ	May
Bruce Lee (Working Title)	Vivendi/Universal	2003
Broken Sword: The Sleeping Dragon	Revolution Software	Autumn

C >

Chris Edwards Aggressive Inline	Acclaim	June
Club Football	Codemasters	Autumn
Colin McRae 3	Codemasters	Autumn
Commandos 2	Eidos	October
Conflict: Desert Storm	SCI	Summer
Conflict Zone	Ubi Soft	Summer
Crouching Tiger Hidden Dragon	Ubi Soft	Winter
Curse	TBC	August

D >

David Beckham Soccer	Rage	Summer
Dead to Rights	Namco	Summer
Defender	Midway	Winter
Delta Force	Novalogic	Summer
Deus Ex	Eidos	May
Downforce	Virgin Interactive	May
Die Hard	Vivendi/Universal	Autumn
Dinoz	Vivendi/Universal	Summer

Kelly Slater: Pro Surfer

Surfing games have proved to be universally crap over the years. Can Activision buck the trend?

E >

E.T. Return to the Green Planet	Ubi Soft	Summer
Endgame	Empire	June
ESPN National Hockey Night 2002	Konami	TBA
ESPN NFL Primetime	Konami	TBA
Everblue	Capcom	Summer
Evergrace 2	From Software	Summer
EXO	Infogrames	Winter

F >

F1 2002	SCEE	July
F1 2002	EA Sports	May 31st
F355 Challenge	Sega	Summer
Fahrenheit	TBA	Summer
Falcone: Enter the Maelstrom	Virgin Interactive	Autumn
Final Fantasy X	Square	May 31st
Final Fantasy XI	Square	Winter
Fireblade	Midway	Autumn
Freaky Flyers	Midway	Autumn
Freekstyle	EA Sports	June 14th

G >

Galleon	Interplay	TBA
The Getaway	SCEE	Winter
Good Cop Bad Cop	TBA	Autumn
Gravity Games Bike	Midway	Autumn
Gumball 3000	SCi	June
Gun Survivor 3: Dino Crisis	Capcom	TBA
Gunslinger	Activision	TBA

H >

H2Overdrive	TBA	Winter
Hitman 2	Eidos	Autumn
Hot Wheels	THQ	Winter

Hot Wheels

Will this winter treat be as much fun as we all hope? Check out our First Shots on page 23 and our interview with the man behind the game on page 118.

I >

J >

Jimmy Neutron: Boy Genius	THQ	Autumn
Jimmy White's Cueball World	Virgin Interactive	June
Judge Dredd	TBA	Winter
Jurassic Park: Project Genesis	Vivendi&Konami	November

K >

Kelly Slater: Pro Surfer	Activision	September
Kengo 2	Ubi Soft	Spring

L >

Largo Winch	Ubi Soft	Autumn
Legend of Alon D'ar	TBA	Autumn
Legion: Legend of Excalibur	Midway	Autumn
Lord of the Rings	EA	Winter
Lord of the Rings	Vivendi	Winter

M >

Mafia	TBA	Winter
Malice	Vivendi/Universal	Autumn
Master Rallye	Microids	June 2nd
Mat Hoffman's Pro BMX 2	Activision	June 2nd
Medal of Honour: Fighter Command	EA	TBA
Medal of Honour: Frontline	EA	June 7th
Men In Black 2	Infogrames	September
Mike Tyson Heavyweight Boxing	Codemasters	May
Mortal Kombat 5	Midway	Summer
MX Superfly	THQ	Autumn

N >

Nascar Heat 2002	Infogrames	July
Need for Speed 2	EA	July 19th
NFL Gameday	Sony	TBA
Nocturne	TBA	Winter

O >

Onimusha2	Capcom	September
Outcast 2	TBA	Winter
Ozzy's Black Skies	TBA	Autumn

P >

Premier Manager 2002	Infogrames	May 31st
Primal	TBC	August
Prisoner of War	Codemasters	June
Pride FC	THQ	Autumn

Q >

R >

Race of Champions	Activision	Summer
Rainbow Six: Rogue Spear	Ubi Soft	Summer
Redcard Soccer	Midway	May 17th
Reign Of Fire	Bam!	Summer
Riding Spirts	Bam!	Summer
Robin Hood: Defender of the Crown	TBC	Summer
Robocop	Titus	September
Rocky	Rage	Winter
Rolling	Rage	September
Run Like Hell	Interplay	June

Red Card Soccer

It'll make a change to be able to tackle like a rugby player and not worry about getting sent off. Marvellous.

S >

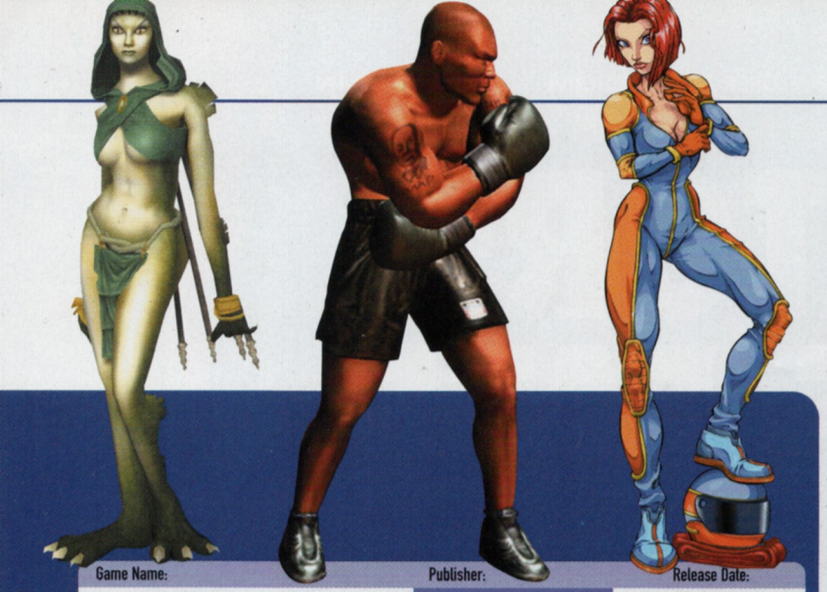
Scooby Doo: 100 Frights	THQ	Autumn
Scooty Racers	TBA	TBA
Shadow Hearts	Midway	April

THIS MONTH...

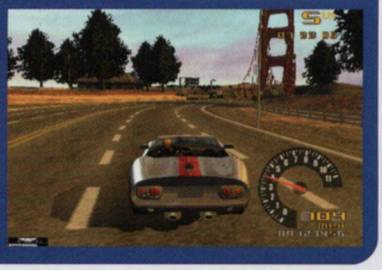
Game Name:	Publisher:	Release Date:
Army Men RTS	**3DO**	**May 17th**
Redcard Soccer	**Midway**	**May 17th**
Tiger Woods 2002	**EA**	**May 24th**
F1 2002	**EA Sports**	**May 31st**
Final Fantasy X	**Square**	**May 31st**
Premier Manager 2002	**Infogrames**	**May 31st**
Soldier of Fortune	**Codemasters**	**May 31st**

...AND NEXT

Master Rallye	Microids	June 7th
Mat Hoffman's Pro BMX 2	Activision	June 7th
Medal of Honour: Frontline	EA	June 7th
Spiderman The Movie	Activision	June 7th
Freekstyle	EA Sports	June 14th
V-Rally 3	Infogrames	Jun 21st
Toca Race Driver	Codemasters	June 28th
Chris Edwards Aggressive Inline	Acclaim	June
Endgame	Empire	June
Gumball 3000	SCi	June
Jimmy White's Cueball World	Virgin Interactive	June
Prisoner of War	Codemasters	June
Run Like Hell	Interplay	June
Star Trek Voyager	Codemasters	June
Sven's Football Manager	3DO	June
Sven's World Cup	3DO	June
Tekken 4	SCEE	June



Game Name:	Publisher:	Release Date:
TD Overdrive	Infogrames	May 31st
Barbarian	Virgin	May
Britney's Dance Beat	THQ	May
Deus Ex	Eidos	May
Downforce	Virgin Interactive	May
Mike Tyson Heavyweight Boxing	Codemasters	May
Supertrucks	Jester Interactive	May



Sky Gunner	SCEE	Summer
Socom: Navy seals	Sony	Autumn
Soldier of Fortune	Codemasters	May 31st
Soul Calibur	Sega	Summer
Spyro: Enter The Dragonfly	Vivendi/Universal	Summer
Spiderman The Movie	Activision	June 7th
Star Trek Voyager	Codemasters	June
Starsky & Hutch	Empire	Winter
Stuntman	Infogrames	Sept 6th
Suikoden 3	Konami	TBA
Superman	Infogrames	Winter
Summoner 2	THQ	Winter
Supertrucks	Jester Interactive	May
Sven's Football Manager	3DO	June
Sven's World Cup	3DO	June

Spider-Man

Drool, my lovelies, drool over possibilities this web-slinging action game brings to the PS2. Reviewed next issue.

V-Rally 3

Oh dear. Our preview on page 44 suggests that all is not necessarily well with the V-Rally franchise. Can Eden Studios rescue it in time?

T >

Taz Wanted	Infogrames	July
TD Overdrive	Infogrames	May 31st
Tekken 4	SCEE	June
The Lost	TBC	Autumn
Terminator	Infogrames	Winter
The Thing	Vivendi/Universal	Summer
Tiger Woods 2002	EA	May 24th
Timesplitters 2	Eidos	Autumn
Titanium Angels	SCI	TBA
Toca Race Driver	Codemasters	June 28th
Tour de France	Konami	TBA

Transworld Surf	Infogrames	July
Turok Evolution	Acclaim	September
Twisted Metal Online	Sony	TBA

U >

Ultimate Fighting Championship	Crave/Ubi Soft	Autumn

V >

Virtua Fighter 4	Sega	Summer
V-Rally 3	Infogrames	Jun 21st
Vexx	Acclaim	October

W >

X >

X-Men: Next Dimension	Activision	Summer

Y >

Z >

Tiger Woods 2002

Don't care about golf? Rent it and check out the two player Speed Golf mode. A whole lot of fun.

PSi2 MOST WANTED

There's plenty coming but the top-class releases are few and far between. These are the five YOU want the most. Add your vote by emailing Editor@PSi-2.com.

FINAL FANTASY X

1

As release nears, the build up of tension has thrust FFX right to the top of the queue. Join us next month for full-flavoured hints and tips.

STUNTMAN

2

Infogrames' spring publicity, featuring the damned attractive Charlie O'Neal (pictured) has sent the Stuntman wheel-spinning to number 2. Sex sells.

TEKKEN 4

3

Reviewed this issue. We were surprised just how good this thing is. We reckon the new moves, improved combat style and the Tekken Force mode just give this the edge over purist's favourite VF4.

TERMINATOR

4

Our exclusive first-look this issue shows just how far this game has come. Give us some steel-skelton goodness, now!

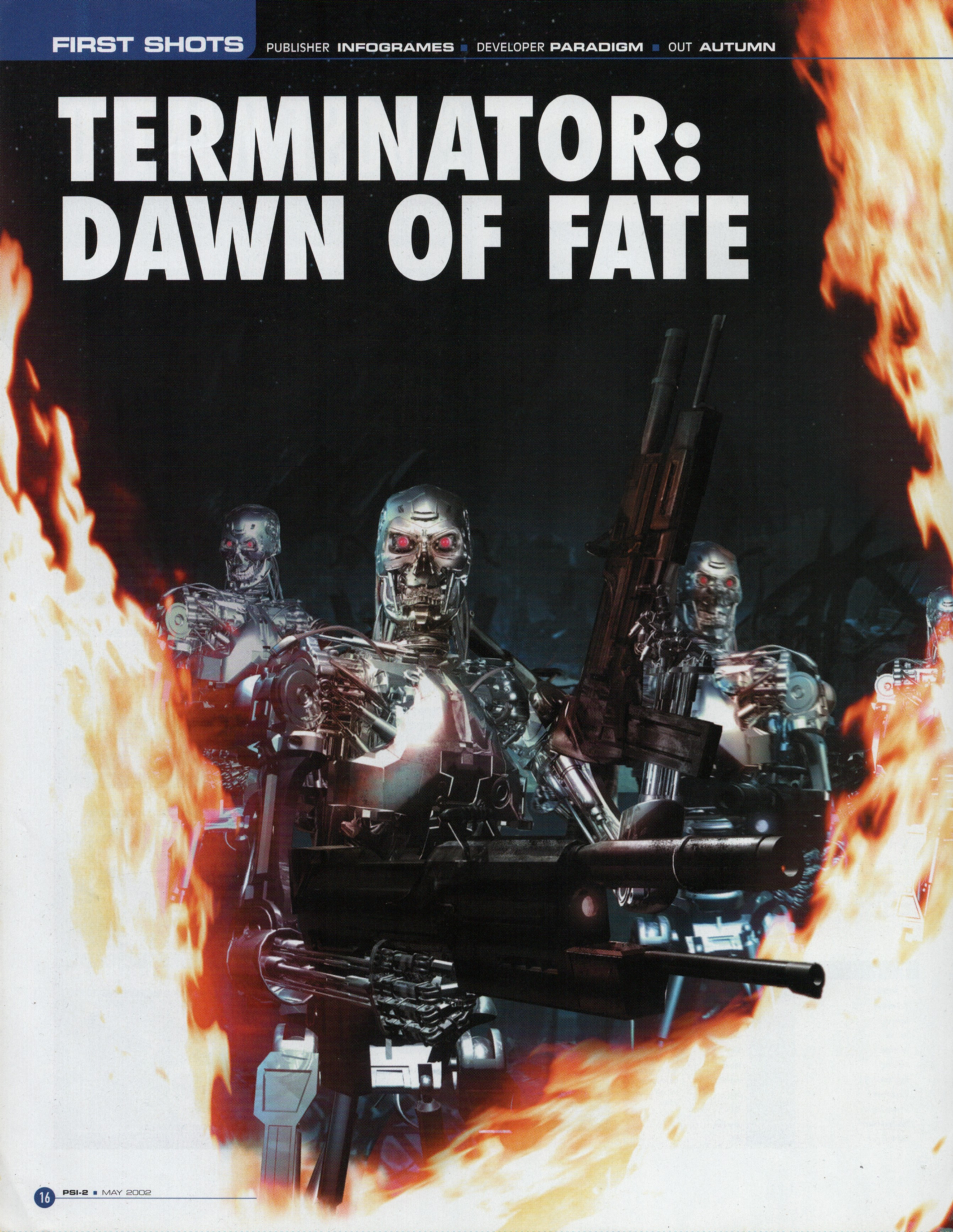
SPIDER-MAN

5

Everyone's favourite fancy dress costume will be tearing across the big screen in a few short weeks. Will the game match it for excitement?

PUBLISHER **INFOGRAMES** ■ DEVELOPER **PARADIGM** ■ OUT **AUTUMN**

TERMINATOR: DAWN OF FATE



One of the biggest sci-fi games of the year is nearly with us. PSi-2 went naked in a darkened car park to find out more.

Lets not mess about here. The Terminator and its sequel T2: Judgement Day are classic science fiction action movies. Man versus machine has always been a staple ingredient of sci-fi but The Terminator was the first movie to go for big budget action, pyrotechnics and violence all the way. It's 1991 sequel took it that bit further, setting a new standard for computer animation. This was also the film with Arnold Schwarzenegger riding a Harley and one-handedly firing a pump-action shotgun at a teenage boy. It was relentless and over the top non-stop action. Which is exactly what developer Paradigm is hoping to deliver with the first PS2 game in its Terminator series, Terminator: Dawn of Fate.

Francois Lourdin, Senior Producer, Infogrames

Possible futures

Developers Paradigm developed last year's update of classic 80s videogame Spy Hunter and they did a damn good job. In many ways it has a similar design philosophy: constantly-moving, action-packed gameplay with high production values that captures the essence of the source material. We have faith that Paradigm can produce a game that lives up to the Terminator licence. Considering the average games player is allegedly a twenty seven-year-old male this licence should be perfect for the same audience that rocked out to grunge, played Sonic on the GameGear and ate liver with Fava beans and a nice Chianti.

Terminator: Dawn of Fate is set in the year 2029 and will be a prequel to the first movie. The overall objective is for the player to send Kyle Reese back in time to 1984 to save Sarah Connor from the killer T-800 (an objective featured in the first level of the Terminator platformer for the Sega Megadrive, fact fans). The game sees players take control of three different characters each with their own special skill sets. Kyle Reese is the main man and a good all rounder when it comes to weapons and action and he's leader of the human resistance. Catherine Luna is the second character, a special ops officer who uses a more subtle approach employing silent weapons and stealth. The third character is still under wraps. You wouldn't be considered foolish for guessing that its some kind of Terminator or human/cyborg hybrid but information is still in the crate marked 'Top Secret'.

> "We want the pace ...FRANTIC"

So what are Paradigm and Infogrames going to be doing with the Terminator licence? We got hold of Francois Lourdin, Senior Producer at Infogrames and sat him down in an interrogation chamber. Not only did he sweat out these exclusive screenshots but he also blabbed like a schoolgirl all of the following information, previously deemed classified.

PSi-2: Third-person titles can have terrible problems with their camera work. Can you begin by telling us about the camera system and how it works within the game?

Francois Lourdin: The camera system in Terminator: Dawn of Fate shares some similarities with Capcom's Devil May Cry. We hope the extra months spent perfecting our system will show at the end of the day. To make a long story short, multiple cameras are placed in every room and the character gets picked by a specific one according to his position, direction, playing animation, etc. The engineers at Paradigm have worked their behinds off to add a dedicated 'combat cam' into the game. The way it works is pretty simple. It zooms back far enough to allow the player to locate all potential threats. Whatever objects are standing between the camera, the player and the enemy becomes transparent. This camera system is also coupled with audio and visual cues letting the player know if he's been acquired by a Terminator and allow him to kick in a defensive roll or dodge ▼

First-person view is handy when concentrating fire on a single enemy

Connor must battle against multiple Terminators

You'll need a multitude of weapons to put these Terminators down

move. The map also gives out a ton of info relative to the player location as well as the location of the visible foes. It is not one thing in particular but a combination of systems that make this game fun and visually compelling.

PSi-2: How are the levels constructed? Is the player given freedom to roam an environment or are locations more linear?

FL: Terminator: DOF is the first instalment of the franchise. There were certain licensing rules we had to follow religiously. One of them was to make a very straight forward, easy to play game. There is no maze to be lost in or levels where you can't find the exit. The fun part comes from the confrontation with SkyNet's bad ass machines.

PSi-2: Do a certain number of objectives have to be completed before the level is finished or is the game more open? Do objectives change throughout the missions?

FL: Objectives and missions unfold as you play. You start each level with a precise objective, but you get new objectives assigned to you as you progress through each level.

PSi-2: Can you tell us about the pace of the game? We've heard it's pretty relentless.

FL: We want the pace ...FRANTIC. Tons of bots coming your way, either you have Tech-Com skills and you can take 'em one by one or you have guerrilla brains and you look for ways to take out several enemies at once. Balancing gameplay will start soon with beta testers and we'll also get feedback from SCEA's 3rd party evaluation group.

PSi-2: Can you give us an example of some of the situations that players will be faced with?

Expect relentless action from the word go

FL: Imagine yourself in this position. You have separated from your convoy; one of your trucks has been blown to pieces by several Flying Hunter/Killers hovering above a half-mile long road that leads to the entrance of SkyNet. There are also defence turrets popping out of nowhere trying to prevent you from reaching the base door. After you take all of them down, you push open the base doors to face...eight (eight!) T800 endos; some waiting to rip your head off, others trying to fill your rebel arse with enough plasma bullets to make you glow like a bedside lamp in the dark. Did you waste your rockets? What? You did waste all of your rockets? Well, that is what will separate the men from the boys. Kick some adrenaline in and think fast...

PSi-2: Ooh, get you! You're really getting into this. So do the player's decisions in one area influence situations later in the game?

FL: No, as I was saying earlier, the game is fairly straightforward. Plus you are always on the run from one location to another. You need to get Kyle Reese to the time travel machine so he can go back in time to protect Sarah Connor.

PSi-2: What new additions are you bringing to the third-person action genre? What new ideas do you hope to bring to games in general?

The map should help players locate threats easily

The Brasso-filled squirt gun isn't the most effective weapon

FL: We want people to enjoy this game because it is cool and fun to play.

PSi-2: There's got to be some serious firepower in this game - what can you tell us about the weaponry in Terminator: DOF?

FL: Plasma based, electricity based, rockets, home made explosives, you name it it's there! One of my favourite weapons against SkyNet's machine is its own defence turret that players will be able to override. One of the reasons we decided to keep the game in the future is because we could create all sorts of futuristic kick ass weapons and use them against Terminators. That's what everybody wants to do.

PSi-2: Will the player be able to interact with NPCs? If so what purpose will this have - will the player's actions affect the NPC's reactions to him?

FL: Yes there'll be interaction with several NPCs (other Tech-Com soldiers, refugees, prisoners, etc). You won't have a lot of time to entertain long conversations with any of them since they know in 2027 you've got to move fast if you don't want to die.

PSi-2: Spy Hunter was a very entertaining game with classy production values. What lessons have you learned from Spy Hunter that you're bringing to Terminator DOF?

FL: Great games take time to build, shape and fine tune.

PSi-2: How do you intend to do justice to the Terminator licence? Is it daunting knowing that you are dealing with such a classic modern sci-fi licence?

FL: Well, depending on the day (sometimes the hour of the day), we have been ecstatic, thrilled, worried, mad or desperate. We've been working on Terminator: Dawn of Fate for the past 20 months so we went through the complete spectrum of emotions. Doing a game that is a prequel to the first movie is very, very cool. We were given creative freedom to imagine and display the story 'before the story'. In other words deliver to the fans a solid version of the early Tech-Com vs. SkyNet saga.

PSi-2: Do you ever get paranoid about working with computers considering The Terminator is all about sentient computer technology?

FL: I keep one hand on the power cord and the other on my plasma gun in case my computer goes all 'I'm taking over the world' on me! PS2

PUBLISHER **EIDOS** ■ DEVELOPER **CORE DESIGN** ■ OUT **NOVEMBER 15**

The "Croft Arse-Pinch Manoeuvre" will prove a formidable asset

A familiar pose. Just not from this game

TOMB RAIDER ANGEL OF DARKNESS

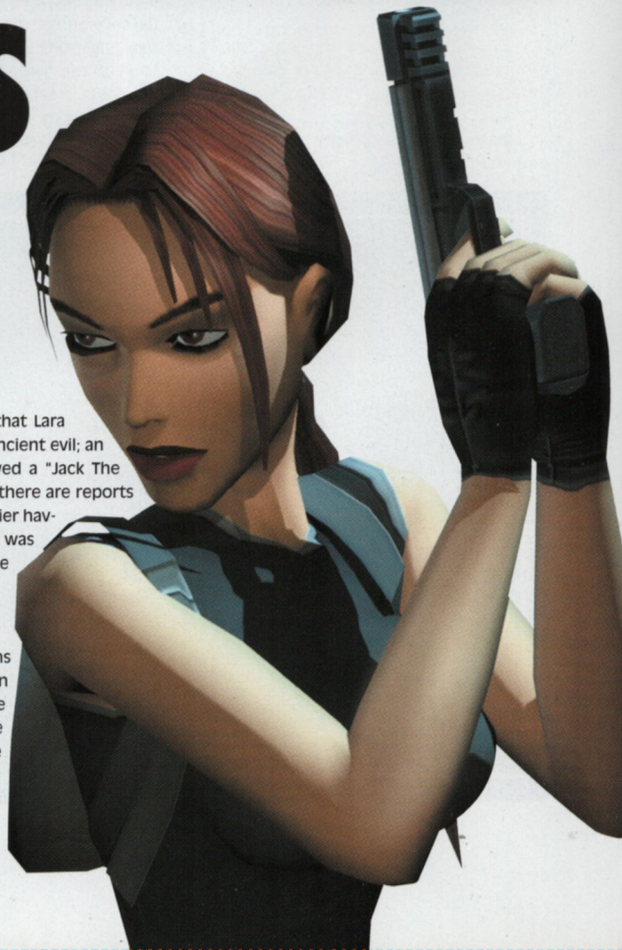
The new, 5,000 polygon Lara has been unveiled, complete with her new, edgier game. Can she make the transition to the PS2 and meet its need for more challenging gameplay?

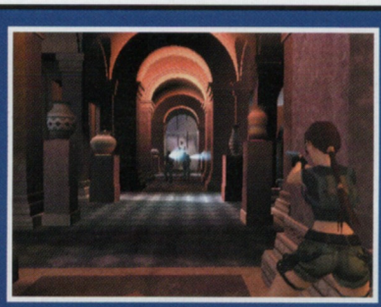
It is easy to forget, after five successful games based on the same formula, that the original Tomb Raider game really was something truly original, groundbreaking and hugely influential. It made Core Design a fortune, and has helped Eidos absorb the damage to its balance sheet caused by such expensive flops as Daikatana. Lara Croft remains one of the games industry's premier mascots, an icon recognised by so many people around the world. But Core has promised to change things, to make Lara's world more adult, its themes darker and its gameplay broader to meet the needs and desires of the PS2-owning gamer. Core Design wants to shake things up.

The new game, which borrows branding from last year's lame but popular Tomb Raider movie, is burdened by the lengthy title Lara Croft Tomb Raider: Angel of Darkness (have fun fitting that one on the box guys). Set an unspecified time after Lara's unexplained escape from the her apparent grave at the end of The Last Revelation, the game sees Ms Croft summoned to Paris by Von Croy to help locate some 14th century artworks known as the Obscura Paintings for a sinister figure by the name of Eckhart. She arrives to find him brutally slain (there's yer grown up bit, folks) and is accused of the murder. The first part of the game will see Lara trying to find out what the hell is going on and what she has to do. There were suggestions at the launch that Lara will have to take on an ancient evil; an atmosphere video showed a "Jack The Ripper" style figure and there are reports that a shot of a Nazi soldier having his heart ripped out was censored before the party.

Croft original?

Adrian Smith, operations director at Core Design has suggested that the early section of the game will play out more like an RPG or an adventure game, elements





by following every lead to its conclusion or finding and questioning everyone she should, Lara will find her physical abilities improved for use in the middle section of the game. Players who don't collect all the new skills and improvements won't be unable to progress, they'll just find it that bit tougher, or at least that's the plan.

The middle section of the game is the action section. At the launch we were shown a video that highlighted some extremely impressive new animations for Lara, as she teetered on the top of a stone pillar. This is the section for the Lara purist. She'll have plenty of moves, up to 150 context-sensitive actions, but it's about her physicality, her jumpin', shooting, fightin' skills. This is the section that will most resemble the Tomb Raider games of the past.

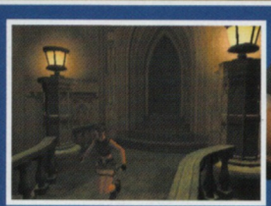
Croft manner

Remember how Kylie Minogue suddenly got real sexy after spending time with Michael Hutchence in Paris? Well Lara's new moves that haven't previously been part of the Tomb Raider experience. Although precise details haven't been revealed, it seems that this section will offer Lara many choices as to how she responds to the characters she meets, and those responses will dictate just what progress she makes. If she does well, perhaps suggest she's been getting jiggy with a certain Solid Snake, such is the Metal Gear hunter's influence on her new style. The game will encourage Lara to be quiet and stealthy at times, and the new, "I'm-not-paranoid-everyone-really-is-out-get-me", Lara will be more than capable of sneaking up behind a guard and snapping his neck. There's the added bonus of hand to hand combat - something entirely new and more than welcome in the Croft canon.

"has Lara been getting jiggy with a certain Solid Snake?"

In another Snake-related feature there'll be a second playable character, an adventurer by the name of Kurtis Trent who's described by Core's Smith as the "brawn to Lara's brain". It is rumoured that the third section of the game will be devoted to controlling Kurtis.

Early impressions from the trailer at the launch suggest that Lara will look fantastic in her first 128-bit, PlayStation2 exclusive outing, and that taking her in a more challenging direction is a wise move. It remains to be seen whether Core is capable of creating a dark, scary, chilling story and world for Lara without regurgitating every spooksville cliché available. The mood video, showing various Core staff smoking while trying to look deep and troubled in front of shaky cameras was ill-advised at best and didn't suggest the presence of a creative genius. But maybe that's just us. We want this game to be the next killer app for the PS2, we really do, we just hope Core hasn't over-reached itself. PS2



PUBLISHER **EMPIRE INTERACTIVE** ■ DEVELOPER **RAZORWORKS** ■ OUT **WINTER**

Let's hope they look less like Hovercrafts when the game is finished

It'll be more exciting than this we're sure

TOTAL IMMERSION RACING

Another racing game designed to snatch you from the jaws of reality and make you withdraw from life as you know it.

Another Christmas coming and another stash of racing games ripe for the picking. As the title suggests, this one wants to get you more hooked than others. It's sounds like this is going to be a sim/arcade crossbreed. All the sim technology combined with the cak-your-pants immediacy of an arcader. Here's all the info so far..

and go for a nasty manoeuvre on you when you're flying around that last corner, just about to win the championship. Oooof, the tension!

Eighteen licensed GT class cars from well recognised marques (including Lister and the Noble M12) can burn rubber on real-world tracks including Hockenheim, Monza, Sebring and Rockingham. Visually, we're told that the graphics engine will push each target to the limit: fogging, particle effects, sun flare, weather effects...you know the stuff. We'll wait and see.

Despite an ambitious AI system, there isn't anything radical about the gameplay here but, if the title's anything to go by, this game should have you engrossed. There's going to be plenty of competition though. PS2

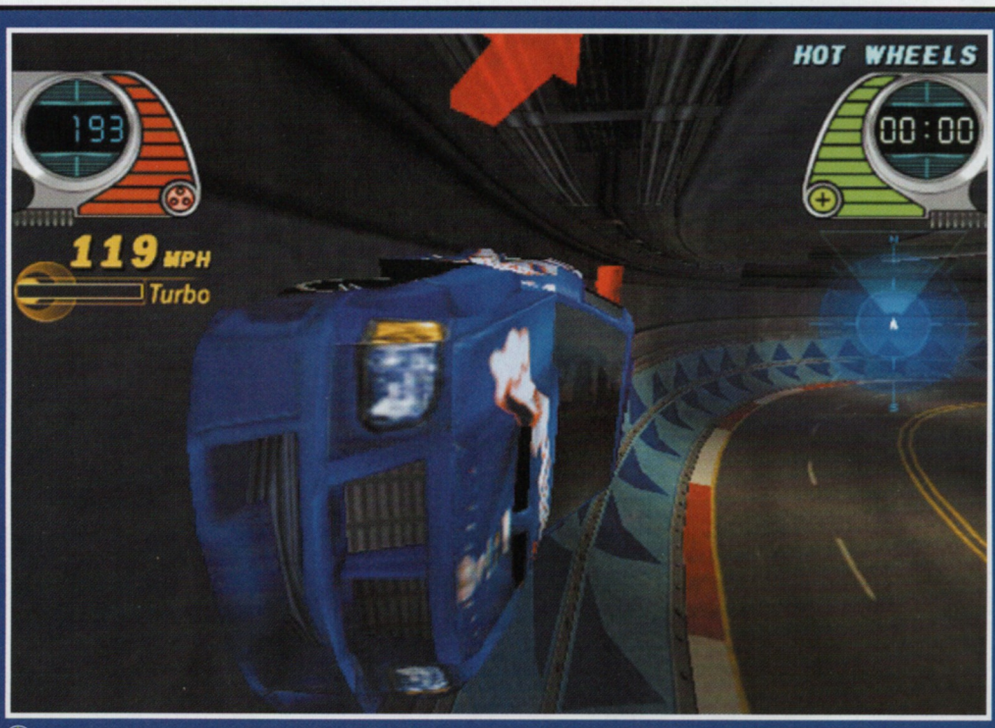
> "eighteen licensed GT class cars"

Nail biter

Gameplay will be career-based, taking you from a bottom ranker as the driver of a GT sportscar, through to becoming a world champ driving an 8 litre prototype monster racer. You'll get advice and input from team engineers and managers throughout the game. However, what's claimed to really make the difference will be the other drivers. Your every action at the wheel is balanced by an appropriate reaction from the nearby drivers who, claims Empire, will have their own personalities, memories and behaviours. Nark the wrong opponent and he may bide his time until many races later

HOT WHEELS

Bring those childhood fantasies to life and take control of the coolest little racers since the Smurfs.



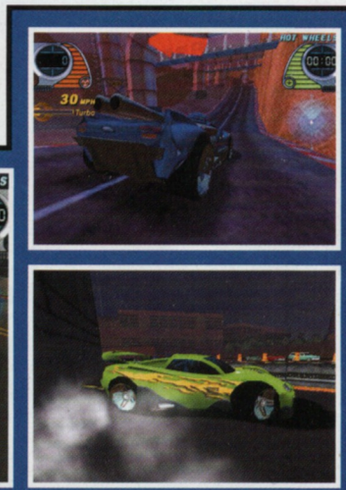
That's what we want – wall driving

Flames make things go FASTER!

Everyone knows that cars with flames up the side go faster. So imagine having thirty-five little Hot Wheels at your disposal - lowriders, suped-up trucks, chrome saloons and muscle cars with more body paint than that dead chick in Goldfinger. Hot Wheels sounds like a kit-car crafted from all the best bits of Twisted Metal: Small Brawl, Rumble Racing, Stunt GP and Micro Machines with an honest to goodness all-American hotdogs-and-apple-pie toy licence.

Developer Beyond Games has cut its PS2 car combat teeth on the flash but weak Motor Mayhem. It looked nice and shiny but was pretty limited and didn't stand a chance against Twisted Metal: Black or Spy Hunter. However, it was slickly produced and fast which are the key points to be ported over to Hot Wheels. The game has the player taking the role of Max Justice, top car driver and stunt maestro extraordinaire as he tracks down a criminal gang of street racing villains. Okay, it's a slim excuse to thrash thirty-five little cars around some hell-bent tracks but it works for us. As Beyond Games says itself, "What does every kid imagine his Hot Wheels can do? Hot Wheels are essentially superheroes on wheels". Basically you've got thirty odd missions to undertake all of which will include aerial stunts, lightning fast speed, big air jumps, huge loops, banked turns and blazing crashes in a destructable 3D world. Routes promise short-cuts and there's an emphasis on ignoring road safety, driving enemies off the road and doing whatever it takes to get the mission done. Throw in around fifteen offensive and defensive weapons as the icing on a particularly sweet and bloated cake and you've got a pretty tasty recipe for fast, daft and dangerously fun driving. Check out our interview with Beyond Games' main man on page 118. PS2

> "blazing crashes in a destructable 3D world"



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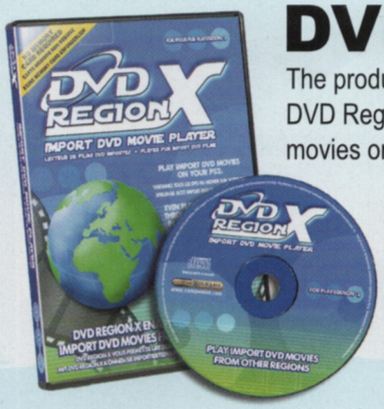

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PUBLISHER **BAM! ENTERTAINMENT** ■ DEVELOPER **ZOMBIE STUDIOS** ■ OUT **NOVEMBER**

Ecks and Sever: not quite ready for their close-up

ECKS VS SEVER

Well, it's another movie franchise for BAM! Let's hope Ecks vs Sever is a better movie than Driven, eh?

The on-screen Ecks Vs Sever has cast Antonio Banderas as FBI agent Johnathan Ecks, and Lucy Liu as National Security Agency operative, Sever. A bit more glamour than your average episode of The X-Files, then. So, what will the game be like?

The intention is to follow the same storylines that you'll see in the film, pitting the two spies against each other in a game of kitty and mouse. Ecks, the FBI agent is hunting Sever, a rogue NSA agent. But, while battling each other, they learn that they might be fighting the wrong enemy. Faced with a common threat that's bigger and harder than the pair of them, they'll have to wade through battles in locations from construction sites and sewers, to back alleys, highways, train yards and more yet to be outlined.

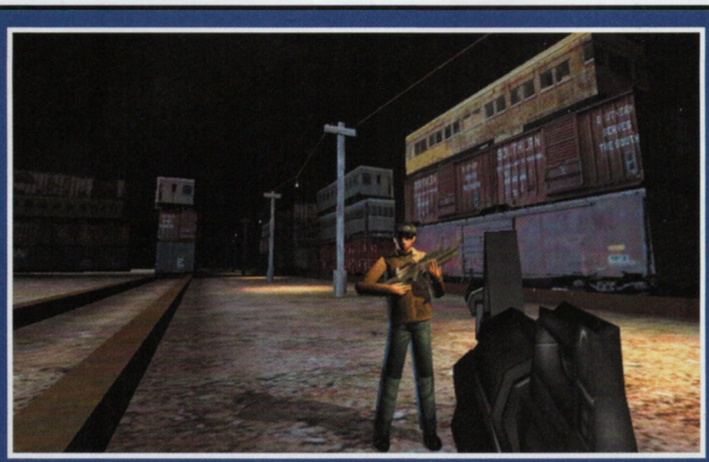
> "a game of kitty and mouse"

Cine-feel

The game engine is based on the Lithtech technology, which was used in No One Lives Forever. We're promised a fast paced action-crammed game with you playing as Ecks and Sever throughout their different missions. They'll both have individual strengths and weaknesses, including their own distinct armour, health ratios and ammunition. The locations will be modelled on the actual film sets, and Ecks Vs Sever will offer over 20 single-player missions, custom multiplayer levels for up to four players, sophisticated enemies to battle and loads of weapons to choose from.

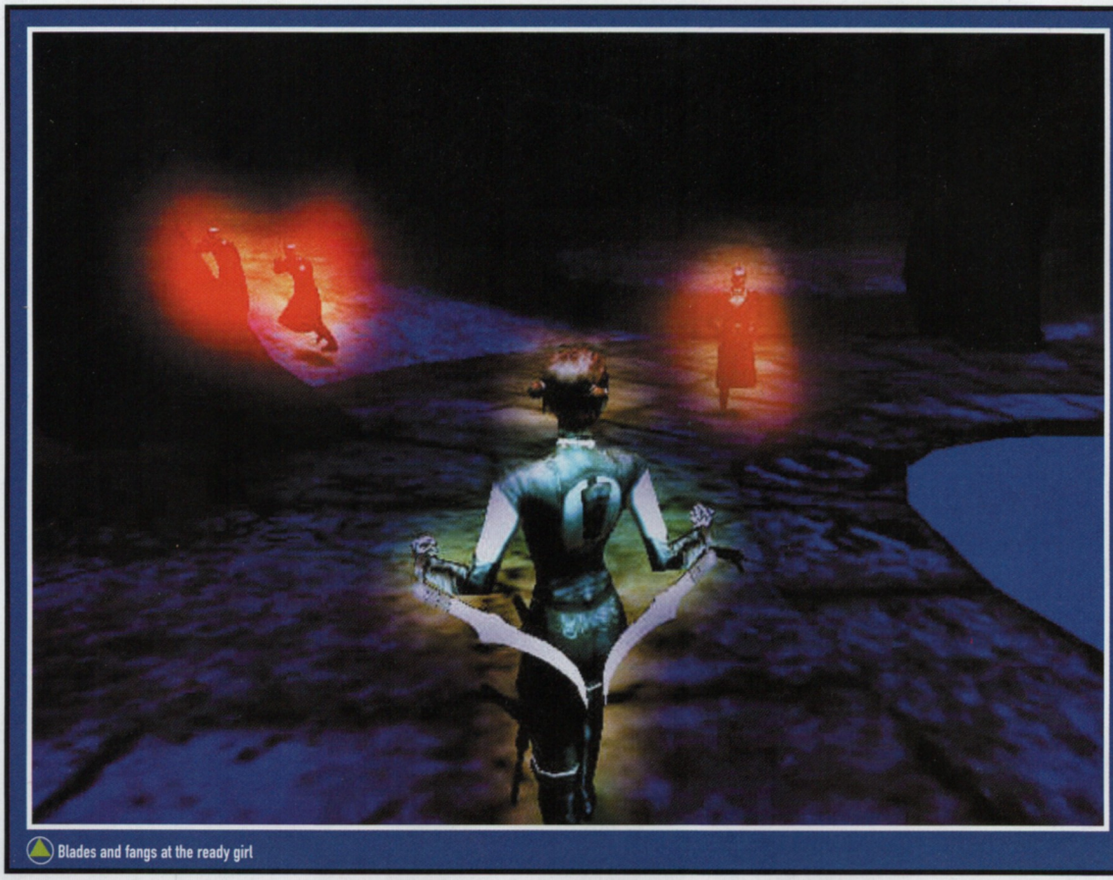
"The action and intrigue of Franchise Pictures' upcoming film made it a property we felt would translate well onto a console," said a big cheese at Bam! "The quality of Ecks vs Sever Game Boy Advance and the excitement over the upcoming film means that players are already invested in these intriguing characters and their world of government conspiracies." Mind you, he would say that.

As always, the success of this game will depend heavily on how well the film goes down. This is all we have for now but I suppose these initial screenshots have that secret agent dark-and-brooding quality... PS2



BLOOD RAYNE

The name's Blood Rayne. Agent Blood Rayne. Slurp!



Blades and fangs at the ready girl

The developers wanted to pay tribute to their favourite action movies in Blood Rayne. And, if all goes well this horror-action title will owe a great deal to Blade, The Matrix and all those hi-energy Hong Kong action flicks.

Weave in a story about a vampiric secret agent, bung her in a leather catsuit, heap on the attitude and you have Agent Blood Rayne. As the story goes this young lady was raised and trained by a secret government agency to hunt down and eliminate global evil forces. She could be quite special as a rundown of her abilities includes inhuman strength (naturally), acrobatic skills, night vision, zoom vision and slow-mo perception which will enable her to weave in and out of bullets.

Locations are going to be set in the thirties. Louisiana, a German Sub-bay, a mysterious temple in Argentina and an immense vampire-infested, cathedral-like castle in Germany have been mooted. She'll be fighting against an occult faction of proto-Nazis and their teeming army of vile, unearthly ghouls in intense melee battles. Word has it that the emphasis on combat will be heavy, where the girl will be armed up to the eyeballs with an arsenal yet to be confirmed. Night creatures to take on should feature gurgling swamp beasts, mutated humans, vampire-like beasts with huge claws and the old, parasitic monsters you generally see emerging from out of the earth. You know the type.

Terminal Reality's own new 'Infernal Engine' will be put to use here, hopefully making blood and steel look even more shiny, giving us gruesome cinematics and spooky lighting, shadows and some decent skeletal character animation.

> "an occult faction of proto-Nazis"

Details on game modes are still sketchy but muliplayer will be there, either working co-operatively or going for the traditional head-to-head deathmatch.

Forgive us for being the twisted, old cynics that we are but, while Matrix-style moves worked with Max Payne's 'Bullet Time', effects like this don't always come off and when they don't a game can border on the embarrassing. And, the vampire theme is as old and as dusty as a mucky old coffin but, when it does work, all that bloodlust stuff can make a fine game, just ask that Dante fella... PS2

PUBLISHER **RAGE** ■ DEVELOPER **RAGE** ■ OUT **LATE 2002**

TWIN CALIBER

To those who want peace, let there be peace. For those that want war - sheesh!

Someone's left their lower limbs on the floor. How careless

Nothing feels better than tooling up with some serious firepower and sending the undead back to Hell. Twin Caliber (sic) lets players tote two guns and fire them independently, unleashing hot lead on zombie vermin.

Players take control of one of the two protagonists, Valdez the violent prisoner or Fortman, the law-abiding sheriff. Their mission is a simple one, investigate the mysterious town over-run with freaky cultists and the undead. Investigate, that is, with a heavy selection of weaponry. Although a single player can play it the main focus seems to be on two-player co-operative violence. As well as controlling two weapons independently or simultaneously, the two team up on the same screen, there's no split screen mode. How this will work effectively remains to be seen. Maybe the levels are designed within tight locations to stop players trying to move in opposite directions. Over twelve levels, including an infested prison, a train and a 'hair-raising rooftop chase', Twin Caliber hopes to deliver full-on, action-packed gameplay to equal any pistol juggling John Woo, Blade or From Dusk 'till Dawn style movie drama.

If that's the case then we want brutal weapons and nasty creatures to use 'em on. Pistols, shotguns, mini machine guns and explosives will all be at your disposal when you need to punch holes in zombies, cultists, mutant spiders and slugs. There's always room for a good shoot 'em-up, especially when it involves lots of blood, a smattering of adult language and very loud boom-sticks.

"a heavy selection of weaponry"

So long as the controls are easy to use in a situation that requires quick reflexes and the camera lets us see all enemies (shooting off-screen sucked ten years ago) it should all be good. Graphically the game is looking crisp and gory enough to please - could this be the PS2 alternative to Hunter: The Reckoning on the Xbox? Right now all we can do is pump the shotgun, big-up our chests, stick our jaw out and mutter these words through gritted teeth: bring it on, scumbags... PS2

"Gonna make you squeal like a pig boy. C'mon now, SQUEAL!!"

TINY TOON ADVENTURES

Woo! A licensed cartoon platform adventure game! Didn't these go out with the 8-bit machines?

It's wacky! Of course it is, it's based on a cartoon licence, fool. But don't be so quick to dismiss it as daft as a carrot-munching, boxing-glove-on-a-spring-shooting, generic-platform, cute-riffic, kiddie-quest, because Tiny Toon Adventures is being developed by Treasure, the highly regarded Japanese team behind Radiant Silvergun on the Saturn (it sells for loads on eBay) and Gunstar Heroes on the Megadrive (beautifully crafted but short).

While many 'gamers' are content to praise the Treasure team as some kind of mythical misunderstood geniuses (genii?) lets not forget they are also responsible for McDonald's Treasureland (V for Vile!), the weak Silpheed and the equally hyped but rubbish FreakOut, both on the PS2.

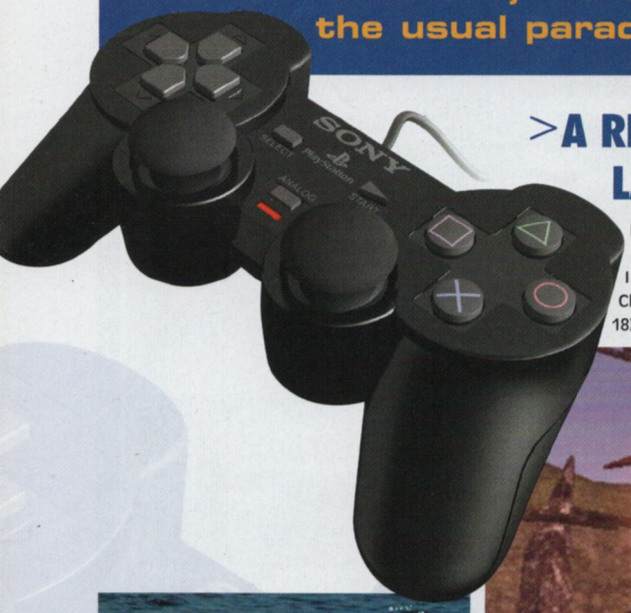
Get your Babs out

So let's see Treasure prove itself with a decent game. In Tiny Toons Adventures Montana Max and the Bad Guys Corporation have taken possession of planet Gold Star, from which they plan to crush the entire galaxy. It'll come as no surprise then that Babs, Buster and the rest of these cartoon midgets will try to free the planet, yakkety schmackety, wacketyy, closest thing to playing a cartoon etc, etc. Honestly, I feel like I wrote this over ten years ago. Features then: four people can play simultaneously (wow, on the same screen!), large levels, cartoon style visual effects, cartoon physics and a free for all 'Toonmatch mode'. That's a 'toon version of a deathmatch - clever huh?

> "lots of anvils falling on heads"

Expect lots of anvils falling on heads, pianos falling on heads, bombs falling on heads, you know the score. Can Treasure finally deliver a good 3D game or is the company purely a master of 2D shooters? We'll be watching because we'd love a funky, quirky and fun adventure but so far it looks a bit dull. Compared to all the games that are currently in development it might be a release strictly for the younger player. PS2

Naked soldiers in MGS2, a slagging for the idiots on Thumb Bandits, more FFX obsessives. Just the usual parade of oddities...



>A RIGHT OLD LATHER

Dear PSi-2,

I am writing to condemn Chinedu Uchu's letter (issue 18). What is wrong with FF8? Well, Chinedu, for the record, the ending in FF8 points out that Squall is the son of Raine and Laguna. Pay attention to games in the future or you're going nowhere - especially in the FF series. I'm probably the biggest fan of FF in England and personally, I think the games deserve their ratings. They've been rated over 90%. And I own all of them. Oh yeah - have you played the FFX demo? It's truly impressive. I really think you should if you haven't. And I think FFX will be out before May. Why? Remember last year when the brightest magazines in England said FF9 had been delayed until April? Well. What popped out on February 17? And, for the sake of mankind, can you please, please, tell me this. What is that foam for in the sea nearby Quan's dwelling in FF9?

GARY HENDERSON, BRADFORD

And... my dad's bigger than your dad Gary. So, what do you think readers? Is he the biggest FF fan in the whole of England? The foam near Quan's dewlling is the location of a treasure, but it can only be found after you've gained access to Chocobo Paradise. Go to

STAR letter

>LOAD-OF-ARSE BANDITS

Dear Mr Ed,

I am writing to see what you and us (the readers of your great magazine) think about the state of TV computer game shows, as I think we gamers are treated quite poorly by the TV networks. Firstly, there is Thumb Bandits on Channel Four, which seems to be based on smart-arsed comments and insults, which I think is a bit OTT. As it's the only show on terrestrial TV, I think it gives the impression that gamers are like that and behave this way. On Digital TV there's a show on Bravo called Game Pad, which is not too bad, but it's just about previews and reviews presented in a straightforward and rather bland manner. But, I have saved the worst 'til last. The Game Network on Sky which is the most absolutely dire, dreadful, dull, boring, inane stuff I have ever seen. It seems to be populated by Italian and Japanese presenters, talking some kind of pidgin English and financed by premium rate phone-in competitions.

So, I think that it's about time for a decent, informative, helpful and entertaining show or network. Which is where you and the Gods at Datel come in. I think that between you, you could produce something that would be a great show that would bring help, advice, tips, cheats, codes, previews, reviews and competitions together and it could be interactive as well. I hope I have given you something to think about. Maybe if you printed my letter you could canvass your readers' views and ideas?

R C PALMER, SOUTH STAFFS

What a good idea. And cut out the smooth talking...you've won the AR2.

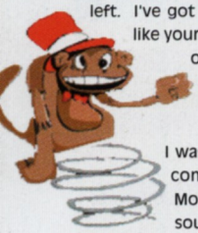
FREE ACTION REPLAY 2 V2 for the star letter of the month! So, hurry and get writing

http://db.gamefaqs.com/console/psx/file/final_fantasy_ix_na.txt for more information. Meanwhile, try taking in some fresh air to clear your head. It's just a guess but maybe you should be getting out more? Merely a suggestion. Let's hope Chinedu's managed to get hold of this PSi-2, then we can look forward to some more FF geekwars next issue. And I'm afraid FFX WILL be out on May 31st.

> POGO, POGO, POGO!

Dear PSi-2,

I just thought that I should let you know that I do believe without a doubt that your mag is the DADDY of all mags. I just can't get enough of it. Especially the discs. They've helped me no end. I have had my PS2 for nearly a year now and I think the best game so far has got to be GTA3. It took me nearly two months to complete it and your disc was extremely useful. Now I'm looking for a new game to rack the few brain cells I have left. I've got it down to a few and would like your help with which one I should opt for - THPS3, SSX Tricky, MGS2 or should I wait for Mat Hoffman's 2?

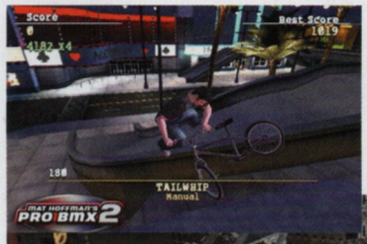


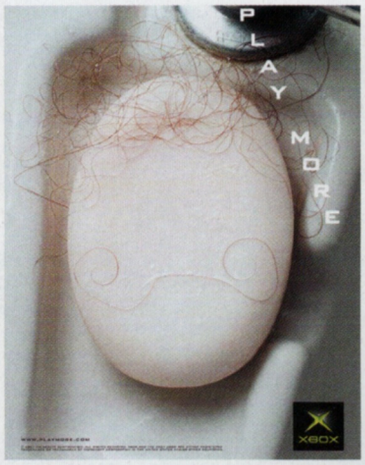
I was wondering if anyone could come up with a Pogo the Monkey game on Yabasic? It sounds such a top game.

Your No1 reader
JOHN DRURY, DONCASTER

P.S. Keep up the good work on your top notch mag and I just can't wait for the next one!
P.P.S. Who do you think is harder - Snake or Mike Tyson?

Do you really have to ask? Okay, the first three games you mentioned are all classic titles for many and Mat Hoffman's 2 is shaping up to be a quality offering. But, I reckon that the general opinion in our office (and er, around the globe in fact..) is that if you had to buy one and only one it'd have to be MGS2. Snake vs Tyson? Mr Slithery-Mullet, no contest. No sign of a yabasic Pogo either - why don't you give it a whirl yourself?





No-one, repeat NO-ONE, wants to look at a load of old pubes on a bar of soap..

> PLAY (PS2) MORE

Dear PSi-2,

I've been playing videogames since the Spectrum days and am the proud owner of a PS2. At the time of writing this letter it's the day after the launch of the Xbox. Although, I feel that us PS2 owners need not worry about it being better than our machine.

PlayStation has ruled for years now, and I don't think that there is any competition. When I had the first PlayStation, a new, exciting console arrived claiming to be the best ever. Unfortunately, I believed the hype and sold my PlayStation to buy an N64! It didn't take me long to realise I'd made a big mistake and sold it to buy my PS back!

This brings me to my next point. Xbox has online facilities? So will the PS2 soon. Xbox plays DVD? Big deal! The PS2 has this, and you don't need to use add-ons to use it! Microsoft has been beaten by a better machine and my message to people who don't own either is this: don't be fooled into buying Xbox - save money and buy the future of gaming, which is PS2!

Roll on PS3!
GRAHAM FIDLER, HERTS

Despite the huge marketing push, initial Xbox sales have been a disappointing flop so far. Reports are indicating that it'll be some while before Microsoft can make any sort of profit after spending so much on marketing manufacture, and price cuts and it's likely the Company will have to drop the price in the near future to stand any chance of becoming serious competition. Oh dear.

AND ANOTHER THING...

> WORDS BY ANDREAS SNOOP

Our loudmouth goes undercover

These early screens can't begin to do justice to the carnage witnessed

'Holy Sh*t!' is the phrase that best describes my first thoughts when witnessing moving, playable footage of the upcoming Blade 2 from Activision. Now I'm probably going to get in trouble for mentioning it but it's something that can't be ignored. I must. Tell. Everyone.

It's violent to say the least. Seen the film? The game is set to follow its relentless carnage closely including finishing moves with Blade sticking a shotgun under the chin of an undead opponent, blasting an entire head to smithereens or grabbing someone in a neck lock and burying a knife up to the hilt. A vampire approaches and with one swift swish of Blade's blade, his arm is on the floor. Undeterred, the undead villain continues, waving his bloody stump in a threatening manner... You will not have seen violence like this on the PS2 before, but when the game hits shelves at the same time as the DVD release of the movie (they're clever these marketing guys) you will be outraged and thrilled at the same time. And there was nothing more outrageous than the dialogue left in by the developers which, the publishers were keen to point out, will be completely removed before release. You will never hear such a rude videogame so you'll have to make do with the blood and brain soaked gameplay.

I didn't even have my fingers in a plug socket and I was getting SHOCKED.

Try spilling Ribena across the page for a more authentic effect

> THAT QUESTION AGAIN

Dear PSi-2,

I bought my PS2 last September and I think it's great, but one of the things that it hasn't got yet is Internet access and a hard drive unit. I saw somewhere that Sony is developing Internet access and a hard drive for the PS2 and I was wondering when it was coming out in the UK and how much it would cost. Now that the Xbox is out surely it's time for Sony to release these features? Also, I think your magazine is the best even though I have only been buying it since October 2001 and the Grand Theft Auto 3 cheat disc is amazing.

ADAM BAKER, GOSPORT

It's all still under discussion at Sony. But with PS2 online plans being delayed in Japan it sets us in the UK back even further.

> NO SCREEN RELEASE?

I am writing to say how can Sony say no PS2 portable mini screens have been made for PS2 yet by any company and won't be for some time. Yet, in America there's a great screen out that plugs into the PS2 just like PSone version but it can't be shipped over here so Sony can release one. Sony just think that we're just a small country and "what's the point?" Well, the point is all us PS2 gamers would love LCD screens for the PS2 for those long car journeys so could you tell me where I could get one imported, seeing as Sony don't have a clue?

DAMIAN MCGREEVY, VIA E-MAIL

P.S. your mag is brill

We did some shopping for you. If you go to www.gocybershop.ca/cgi-bin/product.pl?id=420 you'll find a natty portable LCD screen specifically designed for PS2 by a company called Redant. Compatible with PAL PS2s at the flick of a switch, it weighs about 800g and has stereo speaker and earphone output, a battery slot for the upcoming battery pack and a screen that's fully flippable into a horizontal or vertical position. The price on the site is £135.60 and it can be shipped out to you. See what you think... but you'll need a 110v power supply for the monitor and a 220v power supply for a PAL PS2, and achieve all that in a moving vehicle. Why not just buy a GBA?

> FULLY LOADED

Having recently parted company with my Dreamcast and purchased a PS2, I've been looking around at the various magazines on offer and yours is definitely the best. The DVD Region X has already allowed me to see three films that aren't even out here yet and I'm looking forward to next month's disc.

Anyway, looking for some games with a decent lifespan, I looked through the ten hardest PS2 games feature with interest. I got Gran Turismo 3 with my PS2, and with racing and RPGs being my favourite game types - can you tell me any other games in those categories that take a while to get through.

One other thing. A lot of mags talk about getting a "fully loaded" SCART for the PS2, to get a better picture - especially with DVDs. How is

READER OF THE MONTH

Name?
Sanjay DeSouza

Age?
30

From?
Bristol

What do you do?
To be honest it confuses even me sometimes but I help design aeroplanes

Why are you reader of the month?
Good looks

Fave game ever?
Elite

Fave game on PS2?
GTA 3, it's a step up from my usual criminal activity - nicking traffic cones

Which game do you want next?
Stuntman probably but I might give Rez a try

Worst Game Ever Played?
Freak Out

Will or Gareth?
Neither. It's obscure Mercury nominees for me

BMW or Audi?
Tricky but I do love a good Beemer

Rugby or Football?
Rugby

Holly Vallance or Shakira?
Holly Vallance, she so fine...

Tekken or Virtua Fighter?
Tekken 4 (for the Combot)

If you're a PS2 owner you could be Reader of the Month and win goodies from our office. Just email Editor@PSi-2.com or write to PSi-2, Thin Ice Media, beacon Place, Stone, Staffs, ST15 0SS

YABASIC

Fiddling with code...

Asteroid Lab X

This smart little game, featured on the coverdisc, was created by Christopher Rankine. More examples of his work and all the help you need with YABASIC can be found at www.yabasic.co.uk. Check out the disc contents pages for instructions on how to load the game.

We'll let Christopher explain the game in his own words. "The objective of the game is to fly a ship through an asteroid field and survive for one minute. Sounds easy? Wrong. To survive you need to use your wits and rely on your flying skills. You have a shield that changes colour the more hits you take and eventually it disappears. The less energy your shield has, the more energy you lose when you take a hit. The asteroids start in random positions so they never appear at the same place. There's an energy bar and a timer at the bottom of the screen.

This final version allows the ship to fly all over the screen. The asteroids now move up as well. There is also a shooting feature which allows you to destroy the asteroids before they hiot and there are now little explosions. The game is set in a nebula (a big gas cloud in space) and has some nice lighting effects." Thanks Christopher.

fully loaded different from the cable you get with the console and is it worth getting one?

Thanks a lot
MIKE MCDADE, MIDDLESEX

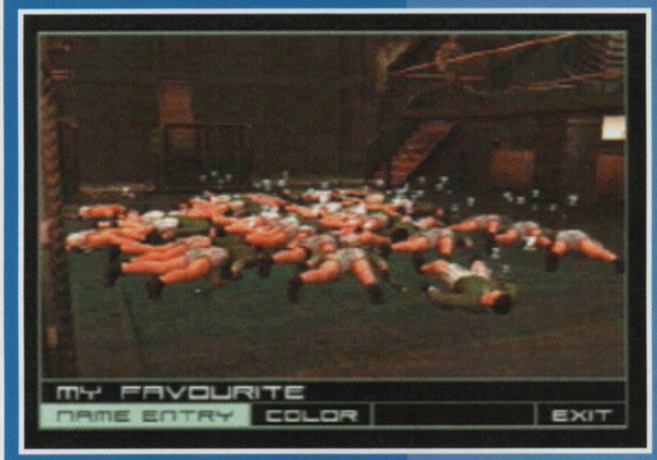
P.S. Is there any chance of a future cover disk containing an A-Z of Action Replay codes or perhaps a separate cover-mounted book? That would allow updating of the Action Replay, rather than having to keep backtracking through old demo disks to find the cheats you want.

"Fully loaded" is just a slang term for "top-specification" and they probably mean a dedicated SCART cable rather than the plugging the supplied composite cable into a SCART adapter. Keep an eye out for issue 21 when we'll be looking at the various cable options for your PS2. If you're looking for a game to last, why not try Grand Theft Auto 3, it's got plenty of driving and plenty of character (but no Orcs). Also F1 2002 is on the cards any day now (check out the Hands On on page 49). On the RPG front there are over 50 hours of very enjoyable gameplay in Shadow Hearts and Final Fantasy X will be with us at the start of summer. No plans for an Action Replay codes compilation disc/book as yet but check out www.codejunkies.com for all your Action Replay code needs. PS2

THE CRAZY WORLD OF AR2 V2

Metal Gear Solid 2 eh? It's come and gone but it's still providing enough of you with a reason to not enjoy the summer months. Instead you curl up on the sofa, playing a game that has every PS2 owner in the land gripped to the point of obsession. Have you played it all the way through on every difficulty? Tackled the bosses one-on-one and collected every dog tag from incapacitated guards? Crawled around the floor while a troop of soldiers stood to attention in their boxer shorts? Excuse me?!

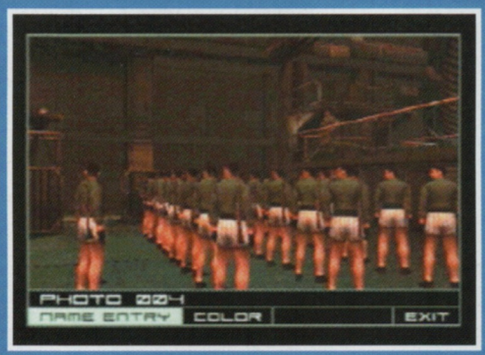
For thousands more codes get yourself webbed up and hit the www.codejunkies.com site for more game enhancing codes than you could shake a large memory card at.

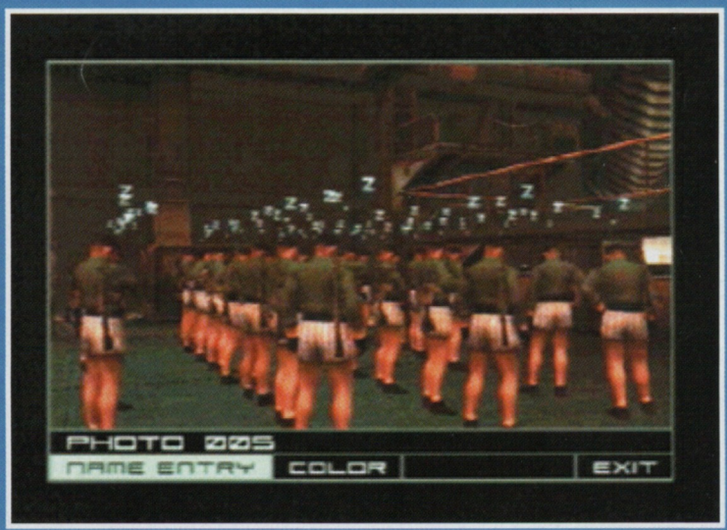


That's right, it might not sound that appealing but there they stand, in all their (morning) glory. As Snake crawls through the tanker, photographing a giant robot-thing, the guards stand there nonchalantly as if it's Pants-down Tuesday and it's a perfectly normal thing to do. Well, they are sailors after all. Just work through the game using the Stealth cheat provided on your exclusive Metal Gear Solid Cheats Disc we gave away last issue. When you play through the game a second time, there they stand. Now try and focus the camera on the job in hand. Is that a telescopic lens in your pocket or are you just pleased to see me?

We would like to thank our operative Mirthin for supplying these images.

The codes you're looking for are on last issue's super-exclusive Metal Gear Solid 2 cheats disc. To order a back issue of PSi-2, issue 19. Call 09065 151402 before it sells out! Go on!





BEND IT LIKE BECKHAM!

Win A copy of EA's 2002 FIFA World Cup

No explanations are needed as to why we've chosen this game to grab as a freebie this issue. It's the World Cup innit?! Yep, for the entire month of June the entire world (apart from the non-Hispanic parts of the US) will grind to a halt as everyone watches the biggest tournament in the world. You can forget all chances of a social life too, 'cos when you're not glued to the matches, you'll be playing this.

EA Sport's 2002 FIFA World Cup has official and exclusive content capturing all the glory, emotion and sights and sounds of this global event. With new 'Airplay' featuring intuitive one-button deliveries you can direct all the star players from first-touch to hammering in the back of the net. We have five of these 'oh-so-playable' games for the winners. To enter just call the number below and answer this question.

Q Which famous footballing brothers, called Jack and Bobby, both played in the 1966 World Cup winning team?

A Marx **B Chuckle** **C Charlton**

Call now on

09064 701721

Terms and Conditions: calls cost 60p per minute. Lines open 24 hours per day. Competition open to UK residents only. Competition closes midnight June 16.

EA SPORTS

Win It For McQueen and Country!

Grab the Great Escape on DVD and an England shirt!

The atmosphere of an England game wouldn't be the same without a band in the crowd blasting out the theme tune to The Great Escape. In the movie it meant that an escape trick was underway and in the World Cup, when facing foreign teams, it's a battle cry to the challengers. This epic wartime drama is a story of unbreakable spirit and daring heroism - something we'll see when our boys take the field this summer.

Courtesy of MGM Home Entertainment and UMBRO.COM this month at PSi-2 we have two World Cup Editions of The Great Escape on DVD to give away. This very special version also features a competition to win tickets to the World Cup Final in Japan and signed England shirts, a 5'-3' Flag of St George and a feature entitled "The World Cup From The Tunnel to The Terrace," which includes interviews with England footballers such as David Seaman and Alan Shearer, and the chance to relive the moment when England qualified thanks to Beckham's blinder of a free kick. And, thanks to the kind chaps at UMBRO.COM we've also managed to bag a couple of England shirts to go with each DVD.

And if you're not onto a winning streak you can always buy The World Cup Edition of The Great Escape DVD for £22.99 or the Special Edition version also available for £19.99. Just call the number below to enter...

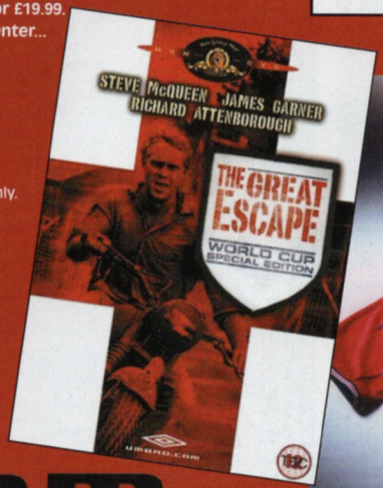
Q Steve McQueen also appeared in which classic western?

A The Terrible Two
B The Average Three
C The Magnificent Seven

Call now on

09064 701721

Terms and Conditions: calls cost 60p per minute. Lines open 24 hours per day. Competition open to UK residents only. Competition closes midnight June 16th.



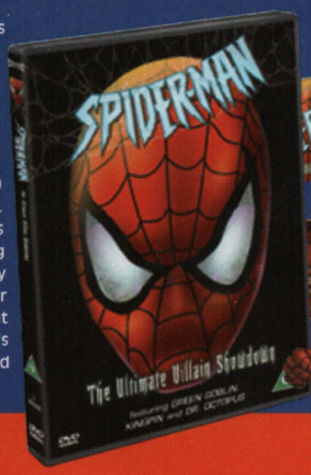
UMBRO.COM

SPIDER FEVER!

Win copies of Spider-Man the Ultimate Villain Showdown on DVD!

Spider-man, Spider-Man, does whatever a spider can. Spins a web, any size. Catches thieves just like flies. Look out! Here comes the Spider-man! Ahhh, Saturday mornings of old would never be the same again. A huge success still - popular now on Fox Kids, these cult Spiderman cartoons are the original and the best. So, what with the movie release this month and our special preview of the PS2 game, we thought we'd sort you out with some Spidey gifts.

Thanks to Buena Vista Home Entertainment we've managed to snare 10 copies of Spider-Man the Ultimate Villain Showdown on DVD. Available to own on DVD and VHS from 27 May 2002, it's cram-packed with loads of episodes of the webslinging icon duking it out against a whole host of dastardly foes including the twisted Doctor Octopus or the flying fiend Green Goblin. So, if you want to experience the true meaning of Stan Lee's original creation answer this question and get on the dog and bone right now!



Q What is Spider-Man's real name?

A **Peter Stringfellow** B **Peter Piper** C **Peter Parker**

Call now on

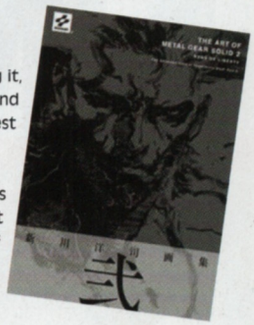
09064 774488

Terms and Conditions: calls cost 60p per minute. Lines open 24 hours per day. Competition open to UK residents only. Competition closes midnight 16 June.

Behind The Scenes with METAL GEAR SOLID 2: SONS OF LIBERTY

WIN COPIES OF THE ART OF MGS2!!

No doubt by now every discerning game boy or girl countrywide has given this epic game a whirl. Maybe you're still playing it, have just bought it or have finished the whole damn thing and want more. Well, thanks to our friends at Forbidden Planet and SciFi Warehouse we have eight copies of this stunning volume which tells the 'making of' story of one of the best known games in videogaming history.



The Art of Metal Gear Solid 2 is an impressive look at the creative process that goes into the game's visual creation including commentary by Yoji Shinkawa and his team of artists as they talk about character designs, FX, scenery and much more. And if you're not jammy enough to be one of the lucky prizewinners you can visit www.scifiwarehouse.com where you'll find more great game merchandise. To enter, just correctly answer this question and dial the number below.

Q Which one of these is a character from Metal Gear Solid 2: Sons of Liberty?

A Liquid Shake **B** Liquid Fake **C** Liquid Snake

Call now on

09064 701722

Terms and Conditions: calls cost 60p per minute. Lines open 24 hours per day. Competition open to UK residents only. Competition closes midnight 9 June.

PUBLISHER **SCEE** ■ DEVELOPER **SQUARE** ■ OUT **WINTER**

▲ He may look hard, but he's a pussy cat really

▲ Hey, I'd feel safer if a pissed off man with a spear was on my side too

KINGDOM HEARTS

In need of a few quid after the failure of the Final Fantasy movie, Square looks to the House of Mouse. The result is shaping up to be one of the best games of the year...

WORDS BY SIMON BREW

▲ Er, you speaka da lingo?

Sitting here, after a few solid hours in the company of the import version of Kingdom Hearts, it's still hard to believe this actually happened. Taking characters and locations from numerous Disney movies, Square has thrown in a few faces of their own, brought in the brains behind Final Fantasy VII and VIII and, frankly, come up with a winner. And whilst at one point the thought of Square and Disney working side by side would seem curious, if not impossible, now it seems like the most natural marriage in the world.

The first thing to note about Kingdom Hearts is that this is very much a Square game. By that, we're referring to lavish locations, plenty of exploration and an awful lot to see, as well as an attention to detail and sparkling polish that befits one of the world's leading game developers. Furthermore, whilst Square games have always graphically been excellent, fusing

their talents with nine Disney worlds has really allowed them to go to town. Frankly, it seems no expense has been spared, and visually this is easily one of the most striking games to date on the PS2. Just take a look at those shots, and with plenty of justification, you have full permission to drool.

What's perhaps the most surprising thus far though is that despite the Disney worlds, parts of the game are really quite dark. The player controls a Square-created character called Sora, who is effectively on a rescue mission, seeing as King Mickey (guess who?) has gone missing. However, along the way they have to deal with creatures known as the Heartless. These critters are from a different dimension, and can easily change their form. Furthermore, they live for stealing souls and hearts from others, and even in the early stages, they plainly show that Square hasn't gone all cute and cuddly on us. Sora is eventually joined by folk such as Donald Duck and Goofy, both of whom have a wardrobe of several outfits. And the three need to unite their skills to carry off the tricky mission ahead of them.

> "the most natural marriage in the world."

Yet that doesn't mean the Disney angle is just bolted on from time to time, and that really this is a dark and dingy adventure game. Far from it. Disney characters, both major and minor, permeate the game world, and the nine worlds that the game spans each have a distinctive Disney feel. Thus, whilst one level may be based around The Little Mermaid, the next has an Aladdin feel and so on. Oh, and the game wouldn't be complete without some of the dastardly folk that the House of Mouse has generated over the years - thus, you'll need to be watchful for the likes of Jafar from Aladdin and nasty hunter Clayton from Tarzan. Get your boos and hisses at the ready, especially as the Heartless have their eyes on these assorted villains to help them in their cause.

As well as interacting with the large cast and exploring the similarly bountiful worlds, there's also combat to consider. Using a lock on procedure, the initial swordplay is quite simple to get to grips with, and the game will come with some easy enough early levels to help you acquaint yourself. As things progress though, you'll need to wrap your head around all things magical, especially when the very large and very hard boss characters appear.

There are areas of caution that slightly temper our wild optimism on this one though. After all, marrying up Square and Disney could ultimately lead to the game falling slap bang between two audiences, and thus it could have trouble finding its market. Fortunately, the game itself is very strong from what we've seen so far, so that should help navigate that problem. Nonetheless, younger players expecting a fluffy Disney game will be in for a shock, as we suspect it's more the Square fans that will take this Kingdom to their hearts. Furthermore, despite the lavishness of it all, we wait to see just what ideas and innovations are buried deep within the game.

But for now, we just have to stand back and admire Kingdom Hearts. Whilst we reserve final judgement for a finished English version at the end of the year, we've seen enough thus far to get us excited. Very excited. And assuming nothing goes drastically wrong with the translation, Kingdom Hearts is a very bright entry on this year's Christmas release schedules. PS2

EARLY VERDICT

FOR

- Fantastic graphics
- Tight but successful blend of Disney and Square styles
- Lots and lots to do

AGAINST

- Parents might not like the darkness of it
- Has it got the longevity of Final Fantasy?

PS2 "So far so good. It seems Square + Disney = Winner."

ハートの女王を騙し ハートを奪おうとした罪である!

フィル その子を連れて逃げろ!

バカをおっしゃいでないよ…なら証拠は?

▲ Many faces from across a wide spectrum of Disney movies pop up in Kingdom Hearts, marking the first such time Disney has allowed its characters and game worlds to be mixed up so much in one game. That Hercules though: was it just us who always thought he had a funny haircut?

PUBLISHER **ACTIVISION** ■ DEVELOPER **TREYARCH** ■ RELEASE **7TH JUNE**

SPIDER-MAN THE MOVIE

For years kids have been doing Spider-Man impressions – shooting-off fluid at the wrist and making a right mess of the duvet. PSi-2 wants to do it again...

> WORDS BY MATT MARTIN

The two Spider-Man games on the PSone were good but they suffered with the limitations of the technology. *Spider-Man The Movie* has no such problems, with fogging and slowdown a thing of the past. Let me tell you from the start that this game looks super-nice. There are some problems that show up pretty early on but for those that enjoyed previous Spider outings, this will strike you as a bigger, crisper, more arousing Spider-Man experience. Spider-Man is back and he's nothing less than a fully blown hero. Ta-dah!

Web shooters

The controls have been refined and seem a lot less sticky than the PSone Spider-Man games. Although there are a fair few

▲ The melon-headed Green Goblin in all his nasty glory

▲ Hang on, isn't the hero meant to be chasing the bad guy?

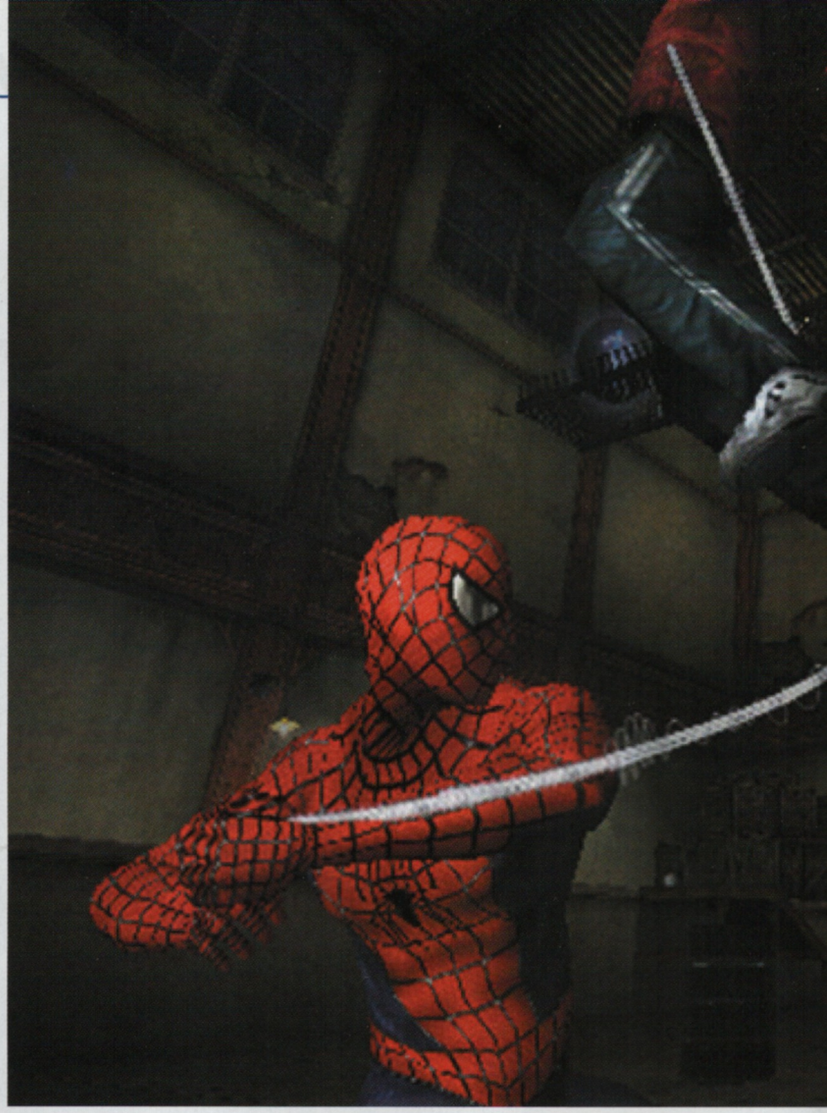
different combinations for all of Spidey's different moves, on screen he is quick to respond to the button press. A quick click on R3 aims Spider-Man's zip line and by tapping R1 he'll literally zips across the building from one side to another in a second. Very smooth and stylish and a great way of timing moves to avoid bursts of steam or flaming debris. L2 is used to lock on to an enemy but I found it easier to share my punches equally when faced with three or four goons, to wear them down and not get jumped from behind. However, the lock-on function is essential when engaged in aerial combat. Whoosh!

Spider-Man earns attack combinations as he progresses through the game and it's up to the player to experiment with punch and kick variations. Basic moves will have him swinging a mean right hook, clenching his fists for an upward crack or launching from the ground with a double kick. Later on he'll unleash a sharp uppercut and elbow the unfortunate on the way back down or launch a thug with a boot to the stomach. One of our favourites has got to be Spidey sitting on some fool's shoulders and raining fists down on his dome. As well as these straight-up physical attacks, Spider-Man can put his webbing to use. He's able to harden his fists with a coating of web-fluid or create a protective dome around himself and then shatter it to knock bad guys on their bad butts. There's also the fun web-yank to throw dumbnuts across the screen and simple web-balls for those moments when only a projectile will do. There's a whole lot more and part of the fun is trying different moves or techniques on the hapless goons that wander around like the punch-monkeys they are. Blam!

"it's tasty, believe me"

Visually everywhere is bathed in nice shadows and lighting effects. The Subway Station has beautiful architecture with beams of light streaming through the roof. It's one of the best-looking action titles on the PS2, no doubt. There is detail everywhere but it sometimes feels like

▲ That's a two-footed "BOOF!" to the bad guys



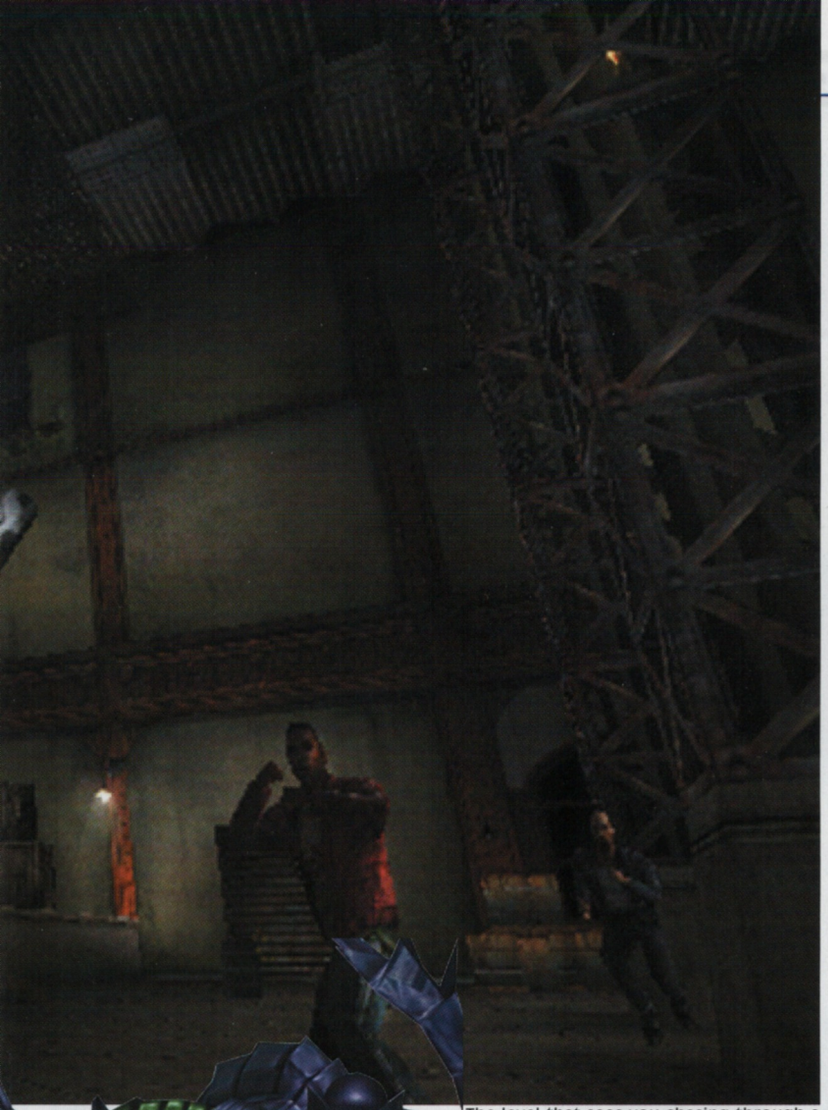
some of the locations are not used to their fullest. The station is pretty huge but the player isn't given the chance to explore all of its nice looking nooks and crannies because the action is so frantic. You're a hero so you'll have to get on with some heroics. There are plenty of objects to pick up and hurl at knuckle-dragging thugs. Barrels explode, fire extinguishers burst with foam and sparks and filing cabinets spill sheets of paper when they smash into some unsuspecting henchman's face. Boof!

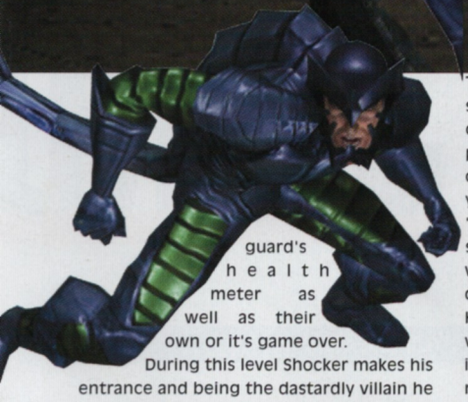
As to be expected Spider-Man quips his way through fights and situations. The dialogue captures Spidey's personality with intentionally bad puns and taunts and he talks to himself like any good comic book character deciding what to do next in his quest to save the day. In return the thugs threaten and abuse while super-villains and our hero engage in little back-and-forth smart alec exchanges. Combined with the full orchestral score that runs through the game and the smack of fists and rat-a-tat of machine gun fire it really comes across as a polished and accomplished use of sound. Pow!

Friendly neighbourhood

Spider-Man begins the game in his wrestling outfit, the one he wears while he's still getting used to his abilities. It looks like he's got a sock on his head but it's one of the elements that tie it in directly with situations from the film. If you know Spidey-lore you'll understand, otherwise I wouldn't want to spoil any of the movie. The first level has Spider-Man chasing his Uncle Ben's killer through a series of warehouses (doh, there goes the surprises!). It gives new players the chance to get used to Spidey skills and rough up a few badguys. Unfortunately it also shows off the problems with the camera work. When in a confined area the camera struggles to keep up with Spider-Man's constant changes in direction as he tackles multiple thugs. Walls and buildings turn transparent but scenery such as crates and forklifts remain solid and they can obscure the player's view. It remains to be seen if this is going to be a massive problem but it's noticeable from the get-go and it's something that occurred through every indoor level we sampled. Drat!

The emphasis of the game is on action but this doesn't necessarily mean constant fighting with badguys. Okay, there's a lot of fighting with badguys. The Subway Station sees Spidey battling alongside a security guard against an overwhelming amount of thugs. Players need to keep an eye on the





guard's health meter as well as their own or it's game over.

During this level Shocker makes his entrance and being the dastardly villain he is he decides to crush a civilian with a pillar.

Spidey needs to move quick to sweep the guy up and place him out of harm's way before swinging back into the fracas. Variations on a fighting theme then, but they are all superhero-like objectives and the kind of thing Spider-Man should be doing. Plus these are great ways of reminding you you're playing a superhero game, not just any old action adventure. It's during this level that the Spider Sense is used to convey the next objective. The action stops as Spidey's head tingles and the camera sweeps through the building to show innocent people on the receiving end of a beating. There's your next objective right there, go earn your superhero stripes. Go!

The level that sees you chasing through a sewer shows the game's linearity. There is only one way to go but Spider-Man has got plenty on his plate just getting there. Lots of fisticuffs and switches to get where you're going. If we're being nice we'll call it 'traditional' game elements but it's something we've seen times before, whether in the PSone Spider-Man games or countless other action adventures. However you can't knock it when it's done well (which it is) and it's not like every level is like this. Take it as a good opportunity to refine your webslinging and fighting skills. Thwipp!

Sky high spidey

However, if the indoor levels are considered good fun without offering major new elements wait till you see the outdoor sequences. They look simply spectacular. The city is huge and you can see for (virtual) miles. Spider-Man is in his element here, swinging high above the streets, web slinging through city blocks and cruising through the New York skyline. It's tasty believe me, with the rain slashing down and I reckon I could even feel the air blowing against my neck (hey, the air conditioning was on). Traffic moves below your feet and although you can't drop right down to the pavement there's a great sense of height and scale. Vertigo!

"go earn your superhero stripes. Go!"

Which brings us to aerial combat. Forgive me for not being creatively descriptive but this is some exciting sh*t. When Spider-Man has a showdown with Vulture things get really nasty up in the sky. The jump button becomes a directional change to keep tabs on the enemy while Spider-Man shoots webfluid to keep him aloft. The controls might appear tricky at first but they're actually really easy to get to grips with. A sort of altitude meter appears on the screen to show where the player and Vulture are in relation to each other and Spider-Man has a selection of attacks at his disposal. He's able to swing into the Vulture with both feet for a mighty kick or detach himself from the webline and get a good punch in. The more adventurous will try to land on Vulture's shoulders and crack him one on the back of the skull. The objective is to beat Vulture until he's featherless at which point he'll fly to his belltower and try to recharge his flight suit. Spider-Man then needs to land on the ledge next to him and give him a good kicking. Aerial combat is pretty damn cool with feathers and explosions everywhere, a terrific view (not that you've got a chance to see the sights) and a kind of aerial joust with the enemy as you swing back and forth. Freedom!

So it looks like *Spider-Man The Movie* successfully recreates the superhero experience in game form. What I mean is, it's great Spider-Man action all the way. It's certainly true to the comicbook and presumably the movie too. All of the web-head's abilities are present and correct from wallcrawling and the tingling spider-sense to acrobatic combat and creative web spinning.

Not only that but you're involved in real superhero situations when players rescue innocent citizens, battle ten thugs at a time or swing high through the swarming city. It's surely the business for comicbook and adventure fans and although we've still got reservations about that pesky camera it seems to be a very accomplished, polished, slick and exciting action title. This is it True Believers, the mightiest, most magnificent Marvel superhero in all his web slinging, wonky camera having, spider-like agility-leaping glory. PS2

▲ Spidey evades some tricky incoming fire

EARLY VERDICT

FOR

- Looks, sounds and feels like a superhero game should
- Amazing aerial combat
- Does whatever a spider can

AGAINST

- The wayward and obstructive camera
- Some very linear levels
- Xbox version has an extra level and villain

PS2 "All the markings of a very classy and enjoyable action adventure. It's Spider-Man for christ-sakes! Spider-Man!"

PUBLISHER **ACTIVISION O2** ■ DEVELOPER **RAINBOW STUDIOS** ■ OUT **JUNE**

▲ He can, you know

▲ That'll be a No Hander One Footer to Anal Stub if he's not careful

MAT HOFFMAN'S PRO

Nip up the shops on your kid's bike and get us a pint of milk would ya Mat? Buy yourself some sweets with the 5p change as a treat. There's a good lad...

> WORDS BY MATT MARTIN

▲ It'll all end in tears, you mark my words

It's a shame there are so many poor extreme sports titles out there because the good ones are getting a disservice. In fact they're getting dissed left, right and centre as tripe like Jonny Moseley, Airblade and the WHOLE of the ESPN extreme games series clings to gamer's minds like John Merrick's growths. Extreme sports games look to be going the way of the 3D-action adventure, loads of them everywhere you look and all indistinguishable from the last turgid mess.

But right away with Activision's O2 label you can see it's a quality product. It's smooth as butter, simple and intuitive to control, and the levels are very well designed with more trick opportunities than a mischievous clown. Also you've got the sound effects of crunching kneecaps, scraping metal on wood and the music that goes with the culture - licensed hiphop and power punk rock. If you've got a problem with that you should be playing a different kind of game. And you can take your mountain bike with its flash suspension with you. Real men ride stocky chrome horses.

Ten Foot Nosebump

The core game is the Road Trip mode, with players riding across America and completing goals to advance to the next stage. In a break with tradition the goals are split into groups of four with Amateur, Semi Pro and Pro objectives. This forces the player to complete the first four Amateur goals before attempting the Pro. This means you need to plan your runs meticulously and it eliminates the more

BMX 2

"launch off a ramp and grind the strip lights"

freeform, unplanned objectives where you accidentally hit goals and change tactics with only 21 seconds to go.

The player starts in Oklahoma at the warehouse. The goals are level specific so as well as practising tricks and combos (Manual the crooked tabletop for example) you'll need to collect the van keys. Now everyone has those days where they can't find their keys. I do it all the time, often finding them in the fridge. Or is that the cheese? Anyway, Mat's tour bus keys are stuck to the ceiling so in extreme sports fashion you'll need to launch off a ramp, and grind the strip lights to collect them. Other goals include collecting enough fuel cans to fill the tank, and the obligatory High, Pro and Bloody-Hell! score markers. On top of these standard goals there are also extras such as collecting hidden tapes, CDs and photo opportunities. Photos are tricks in a specific area where you'll gain a little Polaroid snapshot to keep and stash in your scrapbook to show your little ones in the future. "Here's your Dad when he was your age, riding with a virtual Mike Escamilla". "Gee Mom, it's a wonder you guys ever met..."

As I mentioned earlier you could spread Mat Hoffman's graphics across your morning toast. Animations are smooth and when linked, tricks blend nicely from one to another. This has got something to do with the Trick Morpher, some game feature or other that changes tricks on the fly. Riders might be defying the laws of physics but they defy them in style. Speaking of tricks, Activison is pleased with itself for including Flatland tricks. Why these were never included in the first place is beyond me. BMX wouldn't be where it is today without flatland. Variations of most aerial tricks originate from flatland. They're here and they're fun to pull off and watch.

Freakazoid Barspin

The game has got more tricks than you could shake Paul Daniels at. Joining the aforementioned flatland gymnastics are wall rides (surely the most fun you can have with a brick wall), multiple grinds to put your nuts to good use, and then there's the really physical tricks like the body varial which sees riders dance through the air with chrome as their Angela Rippon (ask yer Dad). There's loads of two-player fun to be had with the mini games, the 'push' game from Shaun Palmer's Pro Snowboarder where the screen contracts if you play like a spaz and HORSE, where players rack up five letter word combinations (we call it TWATO in our office). Mat Hoffman's Pro BMX sees the welcome return of the Gap and Grind checklist to the PS2, something that was missing from THPS3.

The code we've played isn't the finished item, a bit like a frame with wonky wheels and weak welding. There is a certain amount of clipping and nonsense going on while you ride like Danger Mouse on a bike, and some of the tricks aren't in place yet. Hopefully the majority of this will be ironed out and the Activision Dry Cleaner Presentation Squad will leave a nice grindable crease down the game's trousers. What we should have here is the second best extreme sports title on the PS2 (SSX Tricky doesn't count, it's a racer with tricks).

Right that's yer lot. Get your Grifter out and I'll see you down the park. Mind you don't ride over that dog sh*t and fling it up the back of your coat. Your Ma will have a fit. PS2

EARLY VERDICT

FOR

- Well designed courses, loads of spots to reveal and ride
- Slick trick animations and smooth framerate
- Big-as-your-mom's-ass create a park feature

AGAINST

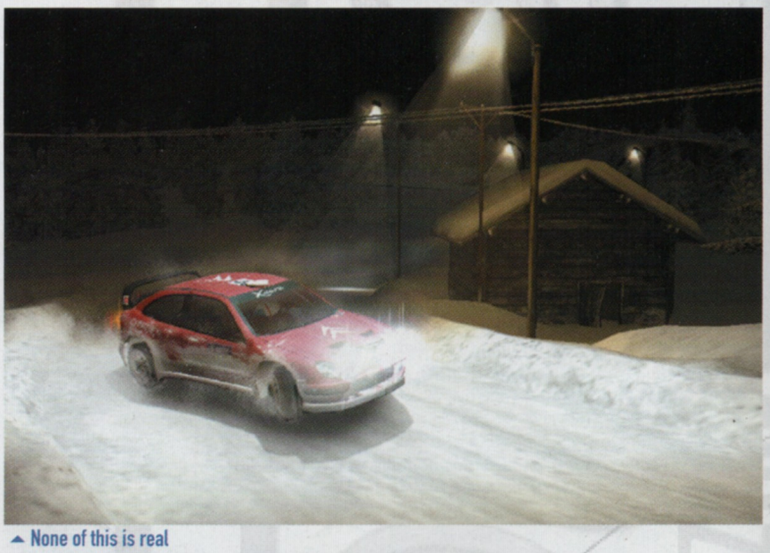
- Level goals being divided into groups
- No European parks or female riders
- No playable swamp creatures

PS2

"Looks to be on track as a very slick, enjoyable and spunky title for BMX banditos everywhere."

"SPORTS"

PUBLISHER **INFOGRAMES** ■ DEVELOPER **EDEN STUDIOS** ■ OUT **JUNE 26**



▲ None of this is real

V-RALLY 3

Can PSi-2's resident V-Rally disciple contain himself long enough to sit down and drive an early playable version of the game? > WORDS BY JOHN FRANKS

▲ The dry weather turned the Ascot car park into a dust bowl

It's almost possible to say that V-Rally was one of the first games on the PSone that really took the rally sport seriously. After that came Colin McRae from Codemasters and ever since then it has been a battle between the two. When first screenshots of V-Rally 3 were released, everyone was amazed, but now it's making a serious pit stop in our offices and loads of things have sprung to our attention.

The build we've played is quite early, but then again, the game is supposed to be released on June 26th, so our expectations were high. If you remember all the high resolution screenshots that showed tons of details then you know what we're talking about. The problem is that the actual game is nowhere near that quality at the current time, and we don't really understand why. After a

placeholder intro you're invited to start a new career in the main V-Rally mode which is the most interesting aspect of the game. You can choose and edit your driver and go to your office where you can check your emails and who knows, maybe a team has invited you to a test drive its new car so you can prove your abilities. In this office you can also check the status of your career, check the standings in the current season and keep an eye on your goals for the season. Once you sign a contract, the competition really starts and you have to fulfil your goals in order to maintain your place within the team.

> "V-Rally fans may be disappointed"

The biggest disappointment so far are the graphics, because the screenshots that were released a few months ago really had us stunned. Why do they look so much better than what we're currently seeing in the game? It had our expectations extremely high and if Infogrames and Eden Studios cannot deliver what they promised with the early screenshots, then many V-Rally fans will be disappointed. As much as it hurts: so far the competition looks much better than V-Rally 3. The textures don't look crisp, the environments not very detailed. The only thing really convincing visually is the damage model of the car where you increasingly see the car getting dirty, bumpers falling off, windows bursting, etc. But as far as pure graphics power goes, even V-Rally 2 on the Dreamcast looked more impressive and smooth.

Out of control

The car controls are pretty basic and truly are in the tradition of the V-Rally series, but in contrast to the first instalment's dead-accurate control, V-Rally 3 seems to have the skid-syndrome that many other rally games seem to have as well. The cars often feel like they're on icy ground instead of gravel, even though we fully understand that cars skid on gravel. But it really is out of sorts when you slide from a left bend into a right bend. Somehow the car just doesn't feel right yet, but we guess that Eden Studios is currently busy working on exactly those elements.

Before each race your team has 30 minutes to repair the car, sometimes you have to race two stages in a row before there's a team camp again. Each damaged part of your car body takes X amount of minutes to repair so you should keep an eye on the road in order to avoid lengthy repairs. Weather conditions also have an impact on the handling of your car with rain making roads more slippery for example. You can also pretty much change anything about your car set-up, such as the sensitivity of the steering to the acceleration, brakes or suspension. We also can't really judge the sound of the game as it didn't really have much included yet. There were some sound effects which looped annoyingly throughout a whole race and the sound quality of samples like the motor engine was pretty low, so we take it that final sound effects and songs are still to be implemented.

As it stands, there's still a lot of work to be done in the game and it appears as Eden Studios faces quite a challenge to release the game on time at the end of June. If this sounds harsh on an unfinished game remember that Infogrames sent it to us, the company was happy for us to play it and write about it. We hope this game improves, we really like the V-Rally series and the PS2 needs it. It's not all bad - the true perfection of the V-Rally series shines through in some moments, but those moments are very rare right now. Hopefully Eden and Infogrames can polish it up to be the mind-blowing game it deserves to be. PS2

EARLY VERDICT

FOR

- V-Rally mode breathes life and character into the genre
- Multiplayer support for up to 4 players
- Entertaining challenge mode

AGAINST

- Poor graphics so far
- Plenty of bugs to iron out
- Car handling hopefully will be improved

PS2 "Needs to improve a lot before release, the competition is breathing down their neck."

PUBLISHER **CODEMASTERS** ■ DEVELOPER **WIDE GAMES** ■ OUT **JUNE**

▲ Crouching Prisoner...

▲ Hidden Nazi

PRISONER OF WAR

POW camps were far more civilised back in WWII, but some spoilsports just had to try and escape...

> WORDS BY JULIAN BOARDMAN

However this game turns out, Codemasters has to be roundly applauded for trying something new, for at least attempting to break through conventions and expectations. So it's extra tobacco rations and a day off tunnel digging for the sterling chaps behind Prisoner of War.

Prisoner of War is about being smart, cunning and soft-footed. It's also about turning up for breakfast on time.

You'll play Captain Lewis Stone, a US pilot sent to reconnoitre some strange goings on at Nazi POW camps in Europe. Shot down and captured he ends up in one of the camps he was sent to explore.

> "about being **smart, cunning** and soft-footed"

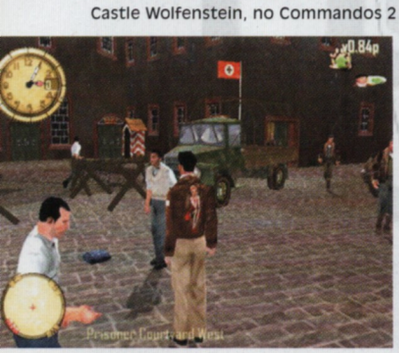
Early despatches suggest that if you were expecting action, gunplay and the chance to shoot lots of Nazi guards then you've signed up for the wrong mission, soldier. This is no Castle Wolfenstein, no Commandos 2 even, way out simply isn't an option however. You'll have to talk to your fellow inmates, sneak about to gather information, avoid trouble with the guards and make sure you show up for breakfast, lunch and dinner so as not to rouse the suspicions of the camp staff.

You must escape, on the way sabotaging the enemy secret the camps are being used to cover up. Nicking a gun and shooting your

This version only features a couple of playable missions but it gave us a taste of what we can expect. You'll control Stone from a third-person perspective guiding him around the first prison camp. One of your fellow inmates knows a way out, but he'll only let you in on the secret if you steal some contraband from sickbay. Getting in to sickbay is easier said than done and involves watching the guards' movements and sneaking around after dark. If you get caught wandering around after lights out you'll be sent to the cooler.

Stone at this stage is easy to control, but the guards are really smart, so you'll need to be quick on your feet. To help there's a little radar screen displaying the guards' state of alert and their cone of vision. They can be distracted too with judicious use of a pebble against some steel bins for example. Some can even be bribed.

So far it's tough and tense, but also slow and painstaking. This is no gung-ho game. If you like sneaking about, gathering info and soaking up the atmosphere then you should keep a beady eye out for this one. PS2



EARLY VERDICT

FOR

- Plenty of WWII atmosphere
- This could be a new kind of game experience
- Will make a change from shooting

AGAINST

- Linear objectives
- Will NO shooting become frustrating?

PS2 "If being quiet and creeping about floats your boat then this will deliver what you want."

"STRATEGY"

▲ The wee blue fella didn't fancy being shaved

▲ Infected by the Xbox virus...

BARBARIAN

Gwoarrr! Thwack! Wallop! Aieeee! (Chest-beating during gameplay optional).

> WORDS BY LISA ASH

Unspired by the old chop 'em-up, 8-Bit classic, Barbarian is essentially a beat 'em-up with a story option so you can quest through fantastical worlds. It copes with up to eight untamed freaks on screen in four-player mode and is just as satisfying going solo. It's frenzied and fun.

The first thing you'll notice is that certain arenas are predominantly muddy-looking. In fact, the whole game has a very 'earthy' feel to it, which some may argue might be appropriate for a game about Neanderthal, knuckle-scraping thugs. The 10 characters are everything you'd expect - all breastplates, stubble, fuzz, fire, blades and loincloths, with a few quirky options like Mongo - a huge flesh-hungry ape, we're told, with the light heart of a little monkey called Bobo buried within. Yeah, right. Tell me that when he's chewing my head off.

A right good brawl

One of the best elements is that each character has its own massive interactive home arena. You can pick up a pole, place it and climb to another level, or welly huge stone columns at your opponent or smash an object to reveal runes to perform super-powerful rune attacks.

> "tell me that when he's chewing my head off"

You'll need a sturdy memory and ideally, could do with sprouting a few extra digits so you can cope with the combos. Training Mode is bob-on for this and you can be methodically taken through the basics, all combos, counters, grabs and magic attacks (these effects go some way to make up for lacklustre colour). You'll need to go through all this to stand half a chance in either Versus or Quest Modes.

When we got our hands on the first preview build the Story Mode was rock hard, with little room for advancement because the AI had been tweaked too high. And, in all modes the controls were a bit dicky in parts. In the second build however, it's different. You can progress and there's (mostly) an even chance of avoiding having your entrails ripped from your body, which is how we like it. Every successful quest brings the choice of where you want to go next on the map and, as you advance in the story you'll earn upgrades for your character, your ultimate goal being to defeat Zaugg, the bringer of vileness to this kingdom of Barbaria.

There are a few final adjustments to be made here but it's a good sign that the first build's noticeable glitches have been sorted, meaning that the final, finished code should be worthy of a good bonesplitting sesh. PS2

EARLY VERDICT

FOR

- More than 300 quests
- Interactive locations
- Spell/particle effects
- Mass multitap melee slaughter

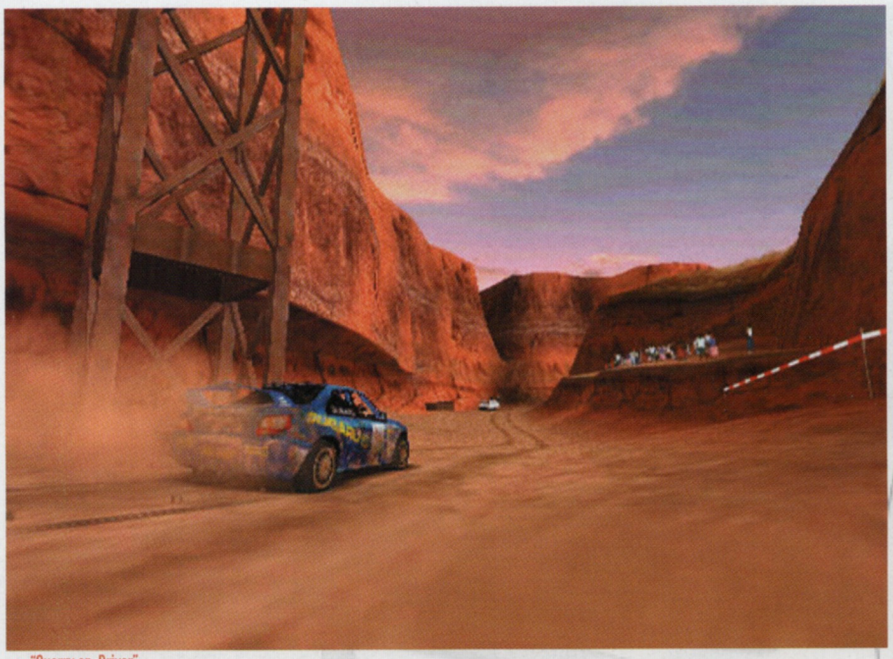
AGAINST

- Unresponsive controls in parts
- More colour needed maybe?

PS2 "Primal therapy for the fingertips."

"FIGHTING"

PUBLISHER **SCI** ■ DEVELOPER **WARTHOG** ■ OUT **JUNE**



"Quarry on, Driver"

Joy-riding is more organised these days

RALLY CHAMPIONSHIP

The genre of rally racing is crowded as never before. We took SCi's contender Rally Championship for a spin.

WORDS BY JOHN FRANKS

While rally's popularity is non-existent in the US, it's quite a phenomenon in Europe with more and more people being attracted to the sport. So it's understandable that publishers are gearing up their rally-horsepower particularly now that powerful hardware such as the PS2 can make them look very neat. Codemasters is readying a new Colin McRae, Infogrames is lining up V-Rally 3 and Sony is hard at work at the next World Rally Championship. Now SCi is starting the engines on Rally Championship.

Rally Championship offers something for everyone. An arcade mode lets you drive through various races, most consist of four stages where you have to get to checkpoints before time runs out. The races take you from Kenya, Scotland, and the US to Wales and beyond. There are three difficulty settings in the arcade mode and to proceed, you need to complete the beginner level first which is not an easy task. While you can also dive into a Quick Race mode, the real meat of the game lies in the career mode where you can purchase a car for $20,000 and you have to win local rallies first before you can buy a 1.6l car and head into the championships. That's when you really start to make money and when races become faster and faster.

Before each race you're shown a track-overview with descriptions where the tricky sections of the track are, but you can rely on your co-pilot during the race who tells you all the necessary details. You can also alter your car before each race adjusting the gear ratio, suspension, ride height, brake bias, brake power, steering or tyre types. This is definitely something car-hobbyists will appreciate.

> "believable and attractive"

In its current state, Rally Championship is pretty impressive and addictive. Some shortcuts allow you to explore the track a bit and the sense of speed truly comes through when you're racing at 150kph through a forest-path with trees zipping past your windscreen within a blink of an eye. Visually the environments are believable and attractive, be it the dry desert of Nevada, the descending sun in Kenya or the rainy mud-tracks in Wales. Cars can take damage and will lose parts like the bumper when you crash too often into side barriers or obstacles at the side of the road. Numerous camera perspectives offer both cockpit views and external views with the sound effects of the engine changing accordingly. While the presentation in the menus could be a bit better and the music could use some decent melodies, the overall impression is pretty positive. With a bit of polish SCi should have a great overall rally game. PS2

EARLY VERDICT

FOR

- Nice track design and environments
- Four player mode
- Short-cuts
- It's pretty addictive

AGAINST

- Presentation looks and sounds a bit dull in menus
- Difficulty needs some balancing

PS2 "Solid stuff and the innovative career mode should keep it in touch with the stage leaders."

"RACING"

▲ Montoya's shiny helmet in action

▲ Jordan ahead of Ferrari? Nah

FORMULA ONE 2002

Another racing season is under way and with it comes the inevitable release from EA Sports. Still, we expect they know what they're doing by now...

> WORDS BY PHIL WIENEKE

Undeed they do. The drawback about Formula One games is that there is only so much you can do in the way of new and exciting features. Working for a company that releases a new F1 game every year must be every developer's nightmare, after all, you can hardly introduce a celebrity deathmatch mode or cars that fly.

Credit to EA though, every annual episode is an improvement on the last, and introduces a couple of new titbits to keep F1 fans coming back for more. F1 2002 will also be released on Xbox and GameCube and extra effort has been made to ensure it makes a notable debut.

Tyre wall

For inspiration, EA has drawn ideas from its other games, thus F1 2002 will feature EA Sports Cards, which are collected to unlock bonus modes and levels. The challenge mode introduced previously, continues with new tests, whilst Team Duel will allow one on one races, in which you will race against an identical car. This gives you the perfect chance to really evaluate your driving skills. Improved weather effects include some very impressive wet conditions, and the detailing of the car and driver has been upgraded considerably.

"artificial Intelligence has been upgraded"

EA promises that these improvements are not only skin deep, the artificial intelligence of the competitors has been greatly increased allowing on track feuds to develop, just as they do in real life Formula One. The preview version we played was a long way from being the final article graphically, but gameplay improvements meant that it handled as well as we have come to expect from this series. A slingshot bar has been added, allowing you to perform slipstream manoeuvres to upset your opponents, and it is also apparent that the difference in handling between models is more pronounced.

The team artists must have been ecstatic to find Toyota and Renault entering cars on the circuit this season, finally giving them something new and original to work on.

Release of this title has, at time of going to press, been delayed until May 2002, but we expect it will be worth it. Although these games are never going to win any originality awards, for realism and attention to detail, EA takes some beating. PS2

EARLY VERDICT

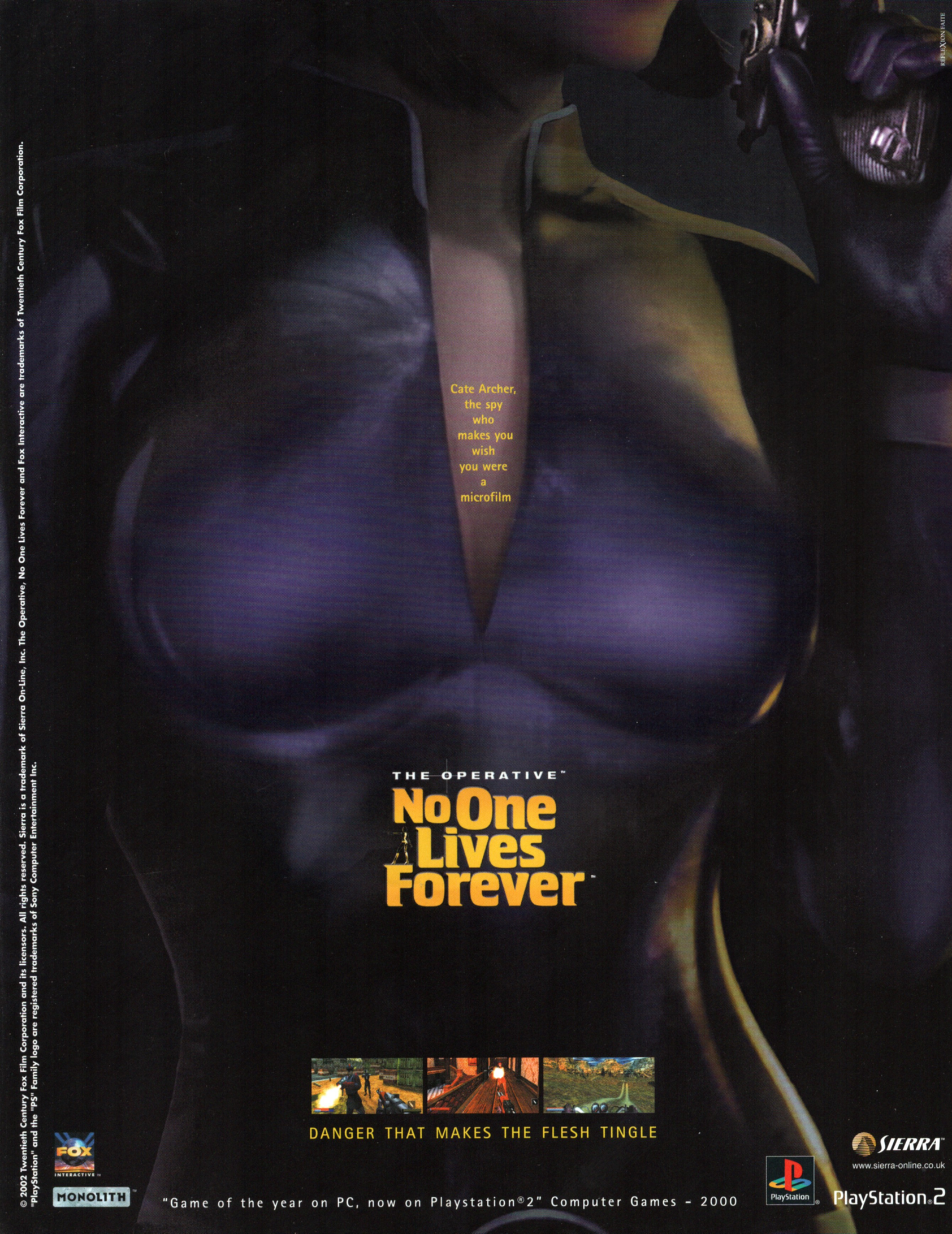
FOR

- Mirrors the championship in every detail
- Enlarged challenge mode
- EA Sports Cards, similar to Madden and NHL

AGAINST

- If you've got F1 2001, do you really need it?
- Michael Schumacher's in it

PSi2 "It's this year's update. And it will probably still be the most fun of all the F1 titles."


Cate Archer, the spy who makes you wish you were a microfilm
THE OPERATIVE™
No One Lives Forever™
DANGER THAT MAKES THE FLESH TINGLE
"Game of the year on PC, now on Playstation®2" Computer Games - 2000
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PlayStation®2

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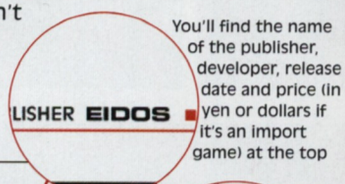
▲ MOH: Frontline: Nazi-bashing

▲ Onimusha 2: Mystical oriental swordplay

THE REVIEWS

Each game we review is played to death by one of our expert reviewers. They don't muck about – and they know what they're talking about.

Just a little hint to get you started. We try and be useful.



You'll find the name of the publisher, developer, release date and price (in yen or dollars if it's an import game) at the top

Similar games, how long it will last and the title's pros and cons are all in this box at the right

aziel is an undeac
s a person who is
o be continued. Having been one of the many who groaned at the cop-out cliff-hang ending to the first game, waiting the next soul

Look here to find out about where the game comes from (UK, US or Japan) and its compatibility (see below)

The crucial final score, reached after a lot of debate in the office

>> COMPATIBILITY KEY

- 1 PLAYER ONLY
- 1-2 PLAYER
- 365kb MEMORY CARD USAGE
- IT VIBRATES!
- ANALOG CONTROL
- 4 PLAYER MULTI-TAP

>> SCORING SYSTEM

10	A work of genius. A gaming classic. A game so fine it could start a religion. There's nothing wrong with a game like this.
PS2 9	Top draw entertainment. You won't go wrong if you buy this game. There's few that are better.
PS2 8	A quality title. Worth the cash but it won't change your life.
PS2 7	A competent chunk of gaming that will while away the hours effectively without setting the world on fire.
PS2 6	Pretty good on the whole, but there's flaws and limitations. OK if you're a fan of the genre.
PS2 5	So so. The kind of game that's OK for half an hour here or there or an overnight rental.
PS2 4	There's hope here, a hint of what could have been but it's buried beneath a lot of rubbish..
PS2 3	Mainly rubbish but the odd chink of entertainment.
PS2 2	Use as a lesson in how not to program a game.
PS2 1	For use only as a sparkly mobile to distract babies or to decorate your "futuristic" flat

>> PLAYSTATION2

REVIEWS

52 **Medal of Honor: Frontline**
Realistic WWII wargames

56 **Mike Tyson Heavyweight Boxing**
Nibbles anyone?

58 **Peter Pan: The Legend of Never Land**
Fairytale caper with the boy who never grew up

59 **Knockout Kings 2002**
Float like a bee, sting like a butterfly

61 **Tetris Worlds**
The building brick puzzler comes of age

62 **Super Trucks**
Crashes and tussles in this wide load of a racer

63 **Mr Mosquito**
Pretend to be a blood-sucking mozzy

63 **Mad Maestro**
Be a baton twirling conductor

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Where Test Drive leads rev-heads follow

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The Pro Rally follow up

65 **Frogger: The Great Quest**
Ribbit

66 **Tekken 4**
The King of Iron Fist tournament returns

70 **Onimusha Warlords 2**
Even more happy slashing

74 **Psyvariar: Complete Edition**
A 2D shoot em-up on PS2? Well I never

77 **Buile Baku**
Unpronounceable puzzler

77 **Rakugaki-oukoku**
Import paint-it-yourself RPG

PUBLISHER **EA GAMES** ■ DEVELOPER **EA LA** ■ OUT **JUNE** ■ PRICE **£39.99**

▲ 'Achtung' this you Nazi scum!

▲ The fields of Holland became littered with dead German troops

MEDAL OF HONOR: FRONTLINE

EA's first Medal of Honor game for the PS2 delivers a frighteningly realistic recreation of World War II.

WORDS BY MATT MARTIN

135kb

You have never been in the thick of a battle like this before - bodies fly across the screen, corpses litter the landscape. The detail is tremendous; the bombed buildings, the flying debris, smoke all around. The sounds of soldiers barking orders and screaming in pain.

FIRST TIP

Due to the somewhat 'fussy' targeting, sniper rifles are the best choice when it comes to accuracy. Even in closer combat you'll find you can take out enemies with the sniper rifle much quicker than using a powerful and rapid firing machinegun. Just zoom for swift and precise killing.

There is a war going on around you and you've got a mission to do. You enter courtyards with opposing forces firing on each other, you run across bridges under fire from tanks and troops and you swing around fixed machine gun posts and spray lead at charging Nazis. Players are in the thick of it at all times whether they are in a town being bombed, storming around a manor house or sneaking around a pub full of off duty Nazis in a dead man's uniform. Enemies are never just in front of you; they are above you in watchtowers and

on roofs, behind you rushing out of buildings or manning a sentry point. This is war and you'll feel every minute of it.

Graphically, everything from locations to objects and characters are well drawn and heavily detailed with period perfection. From clothing and uniforms to weapons, vehicles and environments, Medal of Honor successfully recreates World War II so that it looks and feels like the real thing. The developers have worked very closely with the Congressional Medal of Honor Association and it certainly shows.

Operation Rapunzel

The storyline places players in the muddy boots of Lt. Jimmy Patterson. His mission is to infiltrate the German frontline and steal the HO-IX flying wing, an experimental Nazi weapon. All levels are set during the Allied Operation Market Garden and take the player through France, Holland and Germany, and the pace of each level varies. The story proper begins with Jimmy storming a beach in D-Day fashion. Planes dive from the skies spraying machine gun fire, landmines explode throwing sand and saltwater, soldiers shout and drop to their knees. It's then onto a bombed French town, helping American troops as they try to reclaim the port. The level demands quick reactions and bravery as troops on both sides fight it out and Jimmy slips between the two, helping his allies when he can. A level set aboard a U-boat as Jimmy stows away and fights in a more Guerrilla style follows this. Then it's a level of infiltration using the sniper rifle on rooftops as Jimmy sneaks through a huge ship building port and factory. Other levels include a manic battle with moving trains, defusing bombs on the Nijmegen Bridge and escorting troops through Dutch fields. All the levels are designed in a linear fashion although they aren't too claustrophobic. The outdoor levels give a good sense of distance and scale, even though you can't reach half of what you can see.

▲ A Nazi soldier in ugly, close-up detail

"cacophony of incoming shells"

NPCs react to you, providing covering fire and issuing mission objectives. Enemy soldiers react to shots to specific body parts and it feels like you're up against intelligent opponents. If there's plenty of them they'll rush you, if there's only a few they'll take cover in doorways or behind scenery to try and pick you off. There's plenty of dialogue too, which adds to the feeling of sharing the game with intelligent characters. It's the type of game you need to crank up to eleven for that cacophony of incoming shells, the crack of rifle shots and blunt machine gun churning. It never truly gets quiet, there's always something in the distance be it bombs or the barking orders of a German officer.

The game oozes wartime atmosphere. Soldiers group together and storm a

JUST FOLLOWING ORDERS

Each mission has a set number of objectives such as sabotaging German vehicles, providing covering fire for an explosives expert or destroy a fuel depot. There can be anything from four to eight of these goals. However, because the game is designed in such a linear fashion you'll never miss an objective. Object A is to be carried to point B or pick up item C. It sometimes feels like the objectives just happen as you walk through a room and you're not really doing these things yourself.

▲ The Thompson burps out bullets at a rapid rate. Make sure your aim is tight

position or you'll come across a captured and interrogated GI mouthing off to his German captors. Levels reach satisfaction overload whether you're dropping a torpedo from a crane onto a U-boat or picking off sentries on a cooling tower from miles away. MOH: Frontline has one of the best sniper rifles in the business. In fact it has two. These weapons feel some how more satisfying knowing they're based on the real thing. The Thompson machine gun fires quickly but is greedy on the bullets. The standard rifle fires one bullet at a time but packs a big enough punch to floor an advancing soldier. At times the game gets really hard and this is where knowing your weapons really makes a difference. Still, the harder the battle, the sweeter the victory.

Medal of Honor: Frontline is not the sort of first-person shooter where you rush about fragging everything in sight stacking up on crazy weapon power-ups. You need to think in places and take your time getting to your goal. You play as one agent and although you team up with NPCs in some levels you're never a one man killing army. Those looking for a more cerebral first-person shooter have come to the right place. It's beautifully packaged, and it's a serious challenge. It's the closest you'll get to being at war and it brings out the emotions you'd expect. Okay, it's a game but you do feel pressure to succeed, you do feel tense when the chips are down and your eyes do expand when you see a fellow soldier launched through the air in a cloud of dirt and shrapnel. It's a game where you can shut off your outside senses and get lost in 1944.

Clipping their wings

The main problem I have is with the aiming. By using a bog standard cross hair the player is unable to lock on to any target. This means that when facing more than two enemies it's impossible to effectively take them down, as you need to stop moving, zoom in with the cross hairs and then fire. You can move and fire at the same time but you'll rarely do any serious damage. I know the game is going for more realism, but in situations where you can't afford to stay behind cover and pick people off one by one, you've either got to leg it to somewhere sheltered or toss hand grenades. You sometimes feel you're getting wounded and you just can't move quick enough to stop it. Maybe I'm asking too much, I don't suppose they had lock-on functions in the Forties. To add to this the majority of weapons recoil with a kick that doesn't help targeting.

Another problem is the framerate. The game stutters with large environments and although it's not enough to spoil the game it does annoy. Again it can ruin any targeting or quick reactions you might need at crucial moments. Another shame is the fact that there are no multiplayer options. Even Medal of Honor on the PlayStation managed to tack on a multiplayer deathmatch (with Churchill, Shakespeare and a Velociraptor as playable characters), and it's a big disappointment we can't tackle friends with this glorious WWII weaponry.

On the one hand it's a very thrilling game, doused in authenticity and atmosphere. On the other it has very little replay value due to the lack of multiplayer and the linear single levels. The slightly dodgy frame-rate and slowdown combined with the wonky aiming can be a kick in the balls at the wrong time too. But it is full of exciting situations and it's a great single player game that won't disappoint players looking for something they can get really involved in. PS2

VERDICT

ALTERNATIVES

Half-Life (Issue 14, 9/10)
Soldier of Fortune (Issue 16, 3/10)

LONGEVITY

Great single player entertainment while it lasts. But lacks any kind of replay value.

FOR

- 'War is Hell' realism
- An abundance of levels, equipment and enemies
- Great presentation and gameplay

AGAINST

- Very linear and targeting can be inaccurate
- There's no multiplayer option
- Framerate slows down and stutters on some occasions

PS2 **7**

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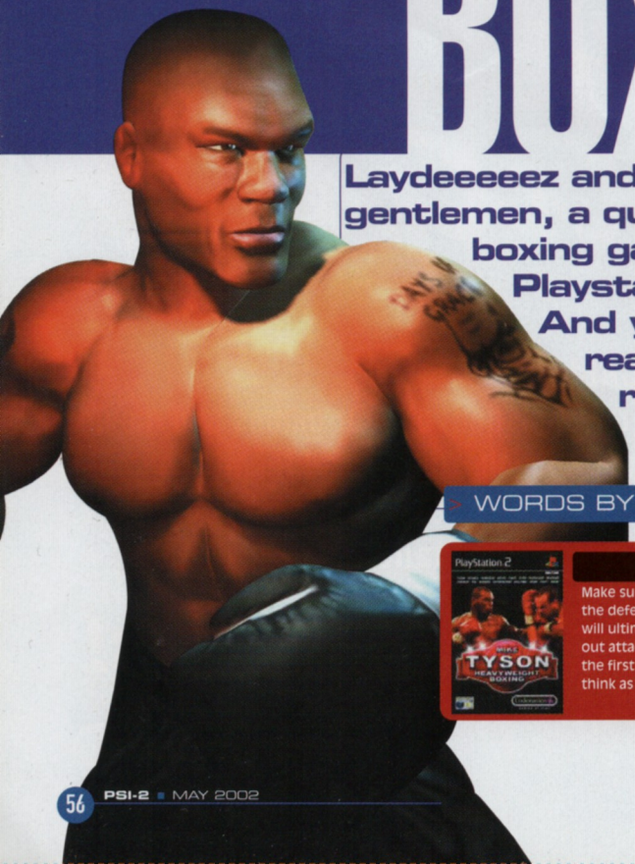
▲ Those silver gloves are Mr Tyson's special weapon. Ahem

▲ Good defence is the key to success in the game

MIKE TYSON HEAVYWEIGHT BOXING

Laydeeeeez and gentlemen, a quality boxing game on the Playstation2. And yes, you did read that right.

WORDS BY SIMON BREW



FIRST TIP

Make sure you spend time conquering the defensive moves, as they're what will ultimately keep you in a bout. All out attack will only get you through the first few levels, so make sure you think as much as you punch.

125kb

It's bizarre really. Wrestling fans? They've plenty of quality games to choose from. Martial arts? You're sorted. But boxing? Nothing for ages then two withion a mont. But whilst the unlikely union of Tyson and Codemasters has not a classic made, forgive this game its flaws and you can't help feeling we've taken a significant step in the right direction.

The key problem with boxing as a sport is it's not a particularly action packed affair, generally involving for the most part a slow collation of jabs and movement until the real fun kicks in. This, however, doesn't help when putting together an effective fighting game, and thus developers have always faced the choice between staying faithful to the sport and alienating the average gamesplayer, or exaggerating the extremes and going for fun over realism, a la Ready 2 Rumble. In this case, Codemasters has gone for the centre ground. Thus, the action tends to be more frenetic and fast paced than the sport itself, but the hype, pomp and build up are all suitably intact, aided by excellent presentation and strong multimedia work which pulls you into the action with ease.

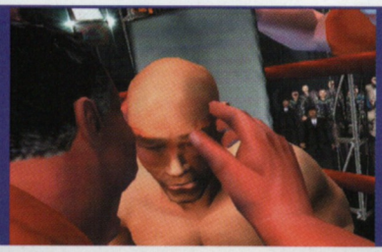
Belt Up

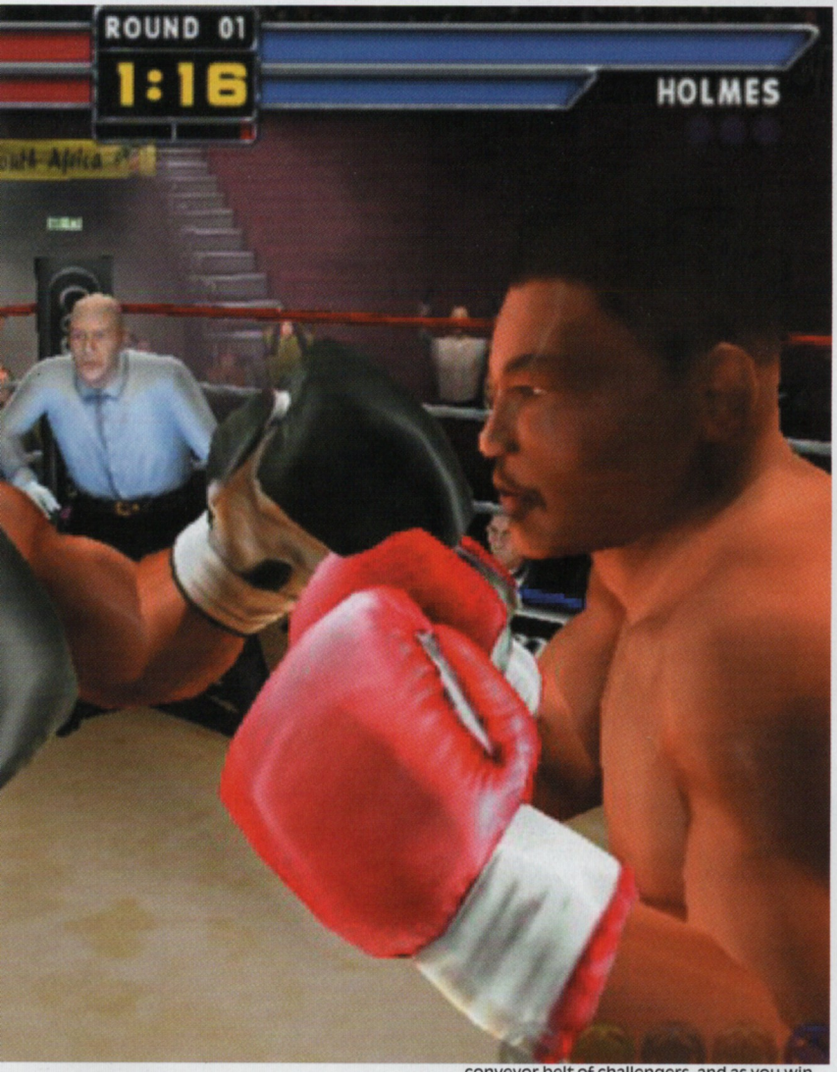
Whilst there is an Exhibition mode and a Speed mode (whereby you need to knock down opponents as quickly as possible to earn custom boxer upgrades), the main work of the single player game is in the Belt mode. Again, this wanders the line between swift action and realism.

To progress, you challenge for a variety of belts, kicking off with bronze and ultimately leading through to world titles. This equates effectively to fighting off a

FEEL THE PAIN

When a boxer takes damage in this game, you soon know about it. Thanks to the PAIN (Polymorphic And Interpolative Node-mapping) damage engine, when a fighter has a bruise on his face, it's there for all to see, whilst land a smacker of a punch and your opponent's face will start to swell up. This technology also forms the backbone of the comprehensive 'Create a boxer' section of the game, which allows you to customise in unprecedented detail the physical appearance of the fighter you want to control. You want your boxer to have bigger, fuller lips? This is the game to play.





▲ To get off the deck, you need to hammer the shape indicated on the screen

WATCH THE BARS

Two bars for each player help you read the fight and theoretically plan your next move. The one at the top relates to your health, and the closer it is to zero, the greater the risk of you hitting the deck. The second is your power, and as every punch uses some up, you need to be careful here. The bar does recharge itself, but a lot of missed punches will leave you painfully short of ammunition - especially if you're knocked down when your power is zero, as when it comes to getting off the deck, you're really going to struggle.

conveyor belt of challengers, and as you win your belts, your boxer receives 'upgrades' and you unlock some of the tougher opponents in the game. The upgrades can include new moves, extra skills (those available include guts, jab power and - yes! - cheat skill).

Seconds out

Still, ultimately it's how the game plays that matters, and, once you've adjusted to it, there's much to enjoy. The game arms you with a large selection of moves to select from, as well as combos to master. Each licensed signature boxer in the game has their own special, and you need to keep watching the combo stars in the corner of the screen to pick your moment to pull them off. At first, this leaves you in front of a rather steep learning curve. Fortunately, you can spar once you've set up a boxer of your own, but it's very tempting at first to go in all guns blazing, hammering the controls (even hitting the deck involves a combination of key hits to get you off the ground).

That won't get you far though, as the game demands that you have an understanding of both offensive and defensive controls, and more crucially, when to use each. Also, when you're on the attack, you can power up certain punches for optimum impact. This can leave you exposed to attack, but if you time it right, it can have a devastating effect.

For the early part of the game, you can clobber your way through, winning predominantly through technical knockouts fairly swiftly, but ultimately, when you get to face the likes of Tyson, you'd better be prepared. But gripes aside, Mike Tyson's Heavyweight Boxing is still a step forward for the genre. It lacks perhaps the sophistication of other console fighting titles, but considering the sport it is tied to, perhaps that's understandable. For whilst it's not as immediately appealing as something like Ready 2 Rumble Boxing, Codemasters has ultimately delivered a reasonably strategic, really quite involving boxing game.

Sure, it isn't as broad, or as well-constructed as KK 2002, but it does have an element of fun. There's loads to unlock, far more than there is in KK2002 and the multiplayer options are more varied. But when it comes down to the quality of the fighting then, I'm afraid, KK 2002 just wins on points. PS2

"when you face Tyson, be prepared"

VERDICT

ALTERNATIVES

Ready 2 Rumble Round 2 (Issue 3, 8/10)
Knockout Kings 2002 (This issue 8/10)

LONGEVITY

Despite the potential to unlock fighters, moves and such like, this isn't a game that will take the experienced fighting game player more than a couple of weeks.

FOR

- Well balanced, and with hidden depths
- Actually very good fun to play
- Excellent mtuliplayer mode

AGAINST

- Still quite short lived
- Other, non-boxing fighting games are better

PS2 **8** "A strong, if not perfect, trip into the ring."

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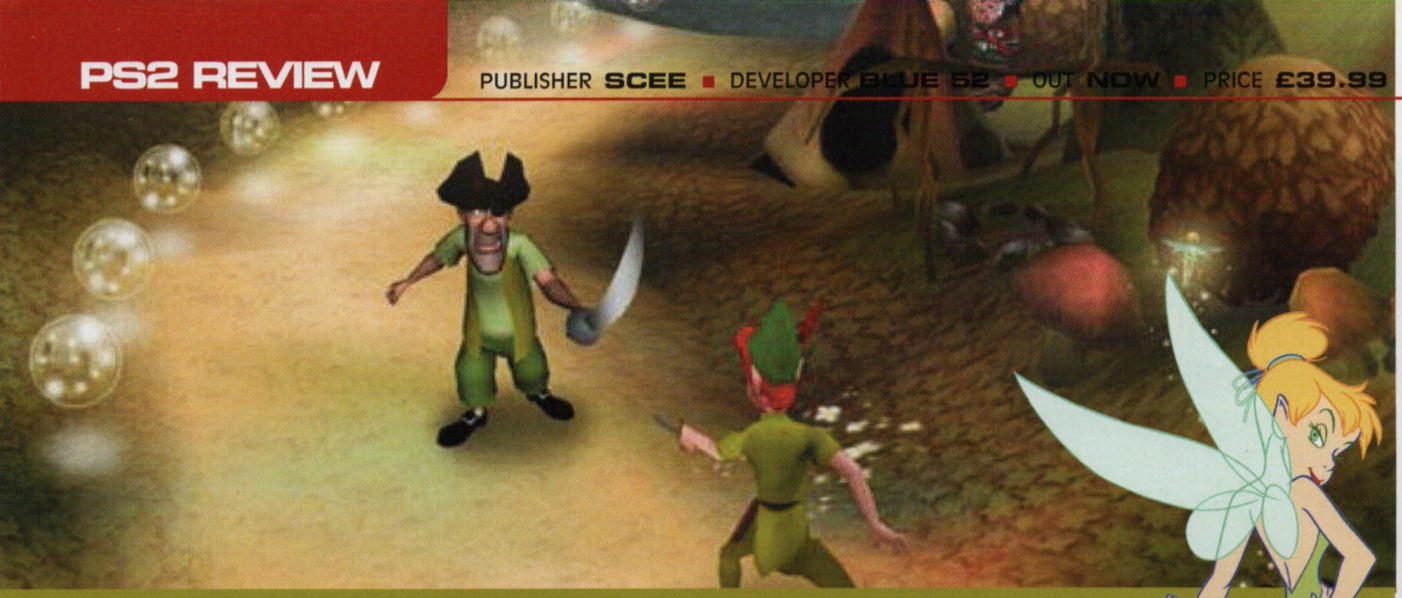


▲ Pan-ning for gold

PETER PAN: The Legend of Never Land

Disney is unleashing its "magic" on the PS2 for the first time – with a platform game. Can it compare to the likes of Crash Bandicoot or Jak & Daxter?

WORDS BY JOHN FRANKS

Looks like Disney is resurrecting its classics, and that might not be a bad thing. After all Peter Pan is very popular and there's no indication of that trend slowing down.

We all thought Peter Pan defeated good old Captain Hook already, but boy were we wrong. The game opens with Captain Hook finding a piece of a long lost treasure map and trying to find that treasure. He wants Peter Pan out of the way so he won't interfere. By stealing Tinkerbell's pixie-dust he makes Peter Pan lose the ability to fly but it doesn't take long for Peter Pan to find out what Captain Hook's plan is. From that point it's a race against time to find the missing parts of the treasure map before Captain Hook.

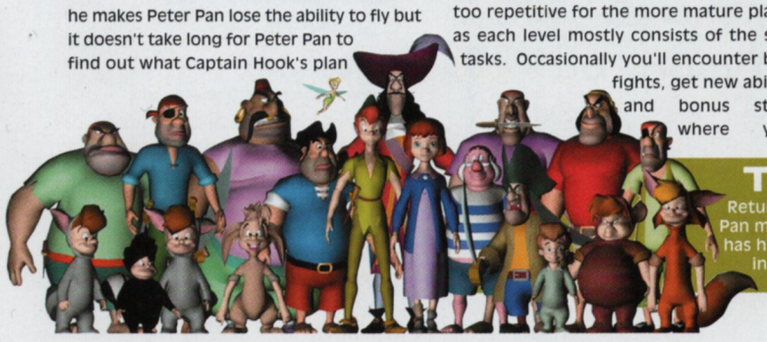
> "made for a younger audience"

You can jump, glide in the air for a few metres and you can use your dagger to have small fights with the pirates that are scattered like grapeshot through the levels. In battle there's an automatic lock-on function so you can circle around your opponent without having to worry too much about controls. Elements like that highlight that the game is obviously made for a younger or less experienced audience – which is fine. The gameplay generally is a bit too repetitive for the more mature players as each level mostly consists of the same tasks. Occasionally you'll encounter boss-fights, get new abilities and bonus stages where you'll have to collect bubbles while flying through rings in the air. Completing levels lets you unlock movie-clips from the new film.

Pan-demonium

Without a doubt, the graphics are extremely pretty. You walk a predetermined path, similar to the Crash Bandicoot games, and try to make it to the end of each level and go on to stop Captain Hook in the end. Some elements like sneaking don't work that well. The game teaches you how to sneak past pirates, but in order to get all the treasure, you'll need to knock out pirates to get the keys required for the treasure chests, so sneaking around is about as useful as a PS2 modem. The music is great but overall gameplay is repetitive which doesn't seem to bother younger players though, from what I experienced with my daughter. The AI and collision detection don't always work, the pirates are no real threat and collision detection plays a trick on you every now and then, but without every really frustrating.

So, Crash is bigger and a little tougher while Jak and Daxter is much bigger and more innovative. As it stands, however, *Peter Pan* is a perfectly good game for occasional players - it's quite easy to come to grips with and it does look neat. PS2



THE NEW MOVIE

Return To Neverland is the name of Disney's new Peter Pan movie. Peter has grown up a bit and Wendy now has her own daughter, Jane, one of the main characters in both the movie and the game.

FIRST TIP

Keep your eyes open for secret areas in the levels. Sometimes they're pretty well hidden and keep bashing the pirates for the keys each one is carrying. Only that way you can open all the treasure chests.

VERDICT

ALTERNATIVES

Crash Bandicoot: Wrath of Cortex (Issue 15, 9/10)
Jak & Daxter (Issue 14, 8/10)

LONGEVITY

Unlockable movie clips and many secrets to find, but only younger players won't mind the repetitiveness.

FOR

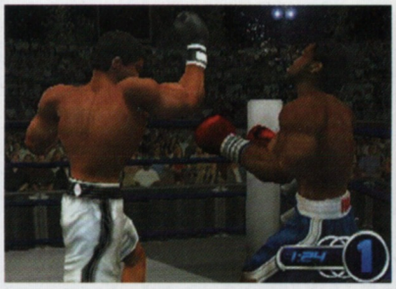
- Great music.
- Polished and colourful level-graphics
- Easy controls

AGAINST

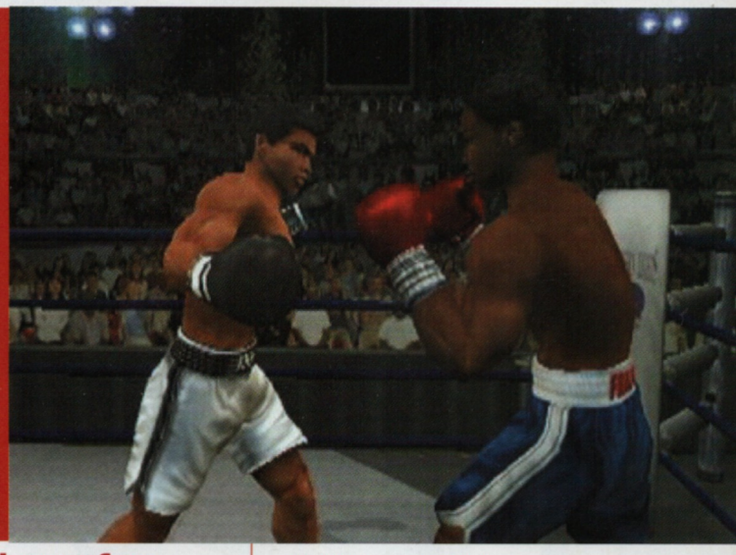
- Dull opponents come over and over again
- It gets repetitive quite quickly

PSi2 **6**

"For younger players or occasional gamers as the gameplay is repetitive."



KNOCKOUT KINGS 2002



▲ Man, that Ali was a genius in the ring

Don't call it a comeback because they've been here for years. But EA has revitalised the Knockout Kings franchise and it's all good...

> WORDS BY MATT MARTIN

75kb

And here we have EA's latest 2002 sports game and, you know what? No matter how easy it is to knock them for churning out 'just another sports update'; it's a bloody good boxing game. It lacks some polish in the presentation department, surprisingly, but the addition of a new game engine makes Knockout Kings 2002 a fast and extremely satisfying boxing sim. It manages to skip the line between arcade and sports sim and it's more than likely the best boxing title on the PS2.

Don't call it a comeback

So what makes this a good boxing game? It's fast, with boxers ducking and weaving around the ring. The controls are simple enough to do the job effectively without making it too repetitive. Each fighter has a jab, left and right hooks and a straight right, as well as a special move, illegal backhand and a low punch. It takes a good combination of all these to really nail an opponent and unleash a combination of blows. You need to keep your eye on your stamina but keep up the attack to wear down an opponent. Players can choose their style and box over twelve rounds or pile in all arms swinging. There's a lot of fun to be had working through career mode whether it's with a professional or your own creation. Fights start in the empty gym and as you get better they progress to public halls, stadiums and eventually the glamorous land of Vegas. Fights are involving, the player will find himself hopping from cheek to cheek during the exchange of punches and you'll feel the muscles in your wrist twinge. Facial animations and bruises add more emotion to the characters so they're not simple punching dolls and on a whole the animations and graphics are smooth.

The game does have its faults and they seem mainly due to sloppiness. There's no ceremony when the bout begins. And call me old-fashioned but I like a little sequence at the end of a fight with the winner raising his fists to the cheering crowd, not a load screen that simply declares the winner. It's not always like this but out of Eighteen fights I only saw three winning sequences and only one opening ceremony during my Career mode. Animation is fine during the fight but when it comes to slow-mo replays it can show up some poor clipping and generally looks a bit crap. But despite this unfinished presentation KK 2002 can be a great slugfest and it really is the best boxing title on the PS2. PS2

"feel your wrist muscles twinge"

MAMMA SAID KNOCK YOU OUT

The sound in *Knockout Kings 2002* is of a very high standard. As well as the fine hiphop soundtrack during menus (hiphop with a boxing theme from LL Cool J and Styles of Beyond) the sound of connecting blows and cheering (or booing) crowds is convincing. Replays are accompanied with a gunshot 'blam!' as fist hits jaw. The commentary is surprisingly good and keeps pace with the on-screen action with such classic lines as 'If you don't defend you get hit in the head – simple!' And if you listen to your trainer he'll shout out advice during bouts. Like 'hit him!' Very handy that.

FIRST TIP

Don't waste your stamina with wild punches. Missed punches drain more stamina than connecting ones. Get in there and rain fists but never forget to block or back out of trouble. Pinning someone against the ropes is another good tactic.

VERDICT

ALTERNATIVES

Mike Tyson Heavyweight Boxing (Issue 20, 8/10)
Knockout Kings 2001 (Issue 6, 7/10)

LONGEVITY

45 real boxers (or you can create your own) and a lengthy career mode means there's plenty on offer here.

FOR

- Tight controls, good movement of characters
- Cracking thumping sounds and cheering crowd
- Very fulfilling boxing experience

AGAINST

- Some very careless presentation
- Replays can look ropey
- Some of the 'big-boned' fighters look a bit polygon-chunky

PS2 **8** "Simply put, a great boxing game for all sports fans."

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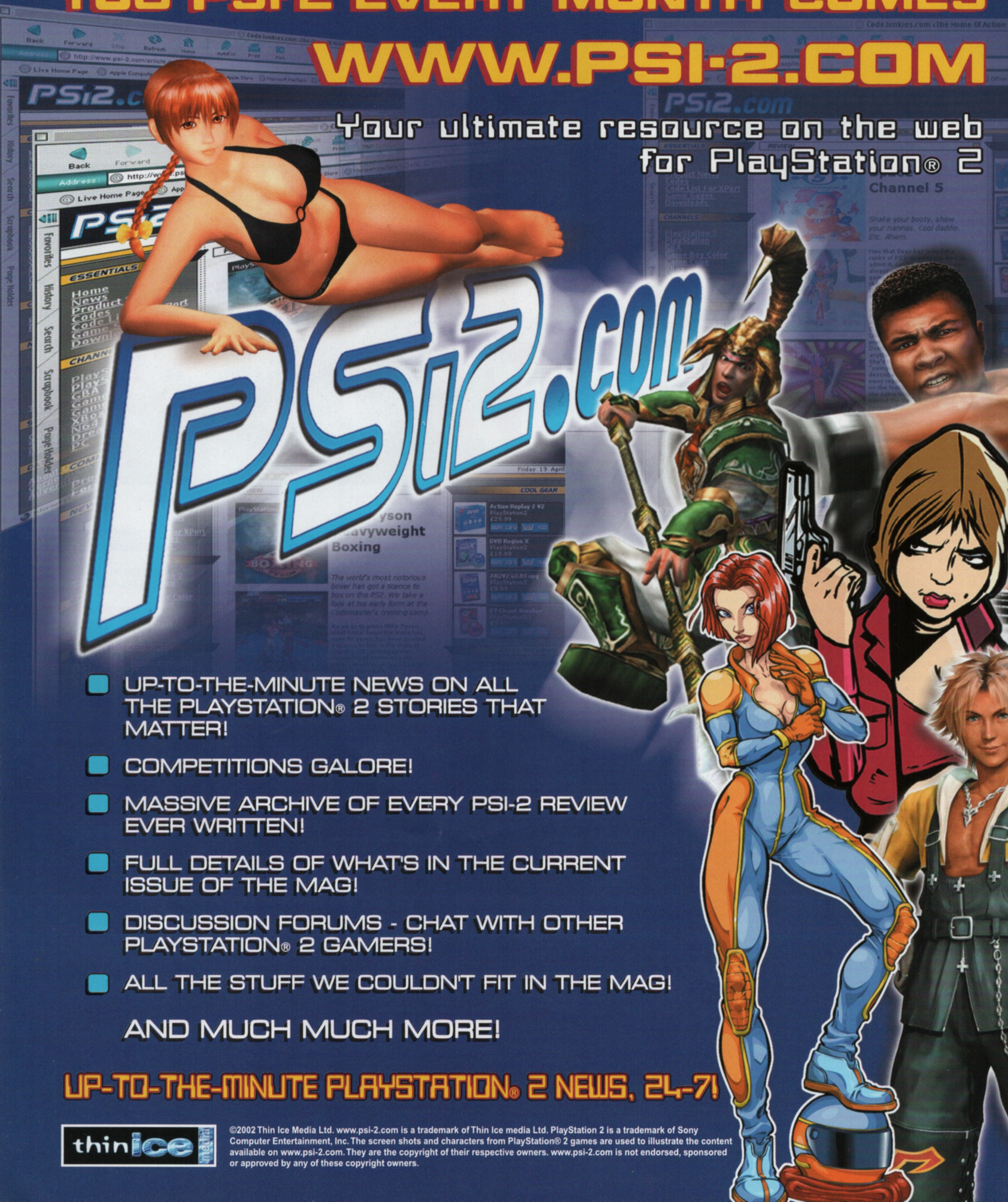

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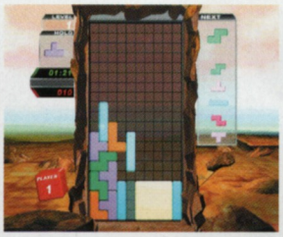
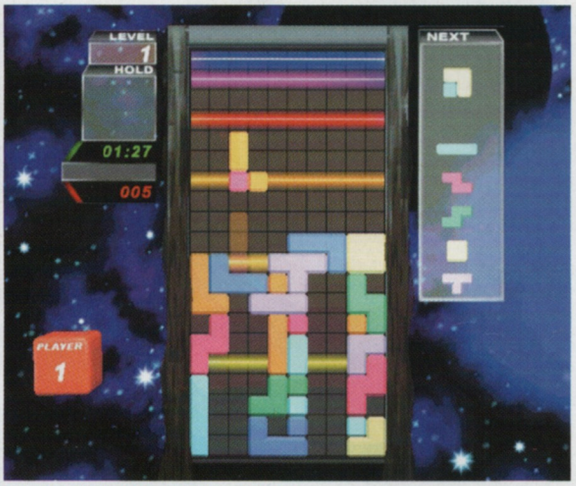
▲ Eye, eye, me laddo Mino





▲ In this world the space women have sexy voices

TETRIS WORLDS

Love it or hate it - you just can't escape it.

WORDS BY LISA ASH

36kb

In the late 80s, Tetris addiction was reaching a fever pitch. Rehab clinics opened up countrywide to cater for the cross-eyed casualties of an otherwise friendly-looking game. On the surface it resembled a building block puzzle, only slightly more advanced than what you'd see at your local creche. Aaaah. Now that's where we misjudged it. Like Nick O-Teen tempting 'the kids' with the evil weed, it looked easy enough to partake of, but once it you had that first blast, you'd be hooked. So many wasted hours for so little reward...

Block rocking feats

If you've been unaware of the point here, you must position the falling shapes (or Tetraminoes) across the bottom of a rectangular pit. Each is a shape created from four blocks joined together in seven different patterns and they must be jigged about to fit. When a line forms it clears from the screen. Cock it up and they stack up higher and higher until it's a humiliating 'game over'.

I was slightly edgy because I knew this game would suck me in with its stupid, inane gameplay. Sunglasses on, prepare to be blasted with extreme colour and a proper family of Tetris games, with progressively difficult levels and dreamy backgrounds with names like Aludra, Antares or Talitha. The cheery backgrounds and the choice of trancy tunes balance out the frenetic gameplay really well. It's all there - classic Tetris, and hybrids Square Tetris, Cascade Tetris, Sticky Tetris, Hot-Line Tetris, Fusion Tetris and the unlockable Gadget Tetris and Bombtris. There is an understandably scanty Story mode (asking you to select a small mono-eyed Tetris inhabitant called a Mino and to take them on different Tetris adventures with you. If you prefer there's the no-messing Arcade option, where you can always take a bit of exactly what you fancy.

FIRST TIP

After each lengthy Tetris session you may want to lie down in a darkened room listening to some soothing music.

> "cock it up and they stack higher"

The effort made on this is clear. It's been nicely turned out, as much diversity as can be allowed is there, and it still has that hook. For some, Tetris is the daddy of the 'one-more-go' buzz. It's never going to have the next-gen dynamics of say, a first-person shooter, but that's the way it's meant to be. And that's why it can drive you mental. PS2

VERDICT

ALTERNATIVES

Aqua Aqua Wetrix 2 (Issue 4, 5/10)
Super Bust A Move (Issue 2, 8/10)

LONGEVITY

Although the level structure isn't vast (seven modes, seven worlds) and gameplay is hardly going to hold any surprises, it's a constant challenge to master those repetitive hand-eye skills.

FOR

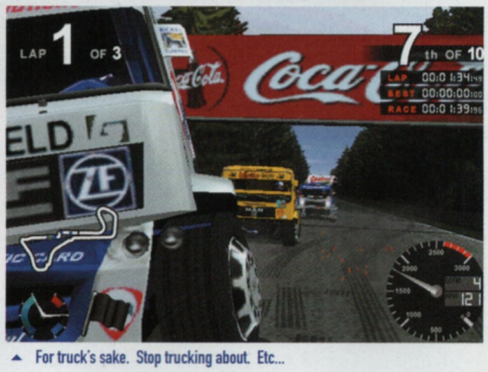
- Spot on presentation
- Online multiplayer
- The 'one more go' feeling
- Price

AGAINST

- Tetris rage isn't good for your health
- It's critics may find it inane, dull and out of place on a next gen console.

PS2 **7** "The classic for puzzle purists."

PUBLISHER **JESTER** ■ DEVELOPER **JESTER** ■ OUT **MAY** ■ PRICE **£39.99**



▲ For truck's sake. Stop trucking about. Etc...

SUPER TRUCKS

The biggest horsepower in the business, but is a simulation really the way to go?

WORDS BY MATT MARTIN

79kb

Super Trucks are hard machines. Massive throbbing vehicles that take a real man to wrestle and control. Like trying to tame a randy elephant. Super Trucks, the game is pretty much the same thing. These wagons are hard to control and once they get moving it takes a lot to stop them.

Jester has done a fine job in recreating the sport of truck racing. The game looks good with a varied selection of vehicles, all of which have their own distinctive feel when it comes to handling. It does feel like you're driving a truck and so the game comes across like no other racer you've yet played on your PS2. Engines growl and airbrakes hiss as you barrel along straights and barge your way around corners.

JESTER

FIRST TIP

Rookies should go for trucks with good handling first. Then acceleration for when the handling goes wrong. And then worry about the speed of the behemoth because it takes time to work up to full pelt.

The style of racing is more to do with bullying opponents off the track than leaving them eating dust. It takes a while to get used to these techniques like the rude barging and scraping alongside trucks to help turn corners. There's a lot of concentration demanded if you want to win races in the Championship mode and you'll benefit from an F1 racing frame of mind. Arcade mode provides a more accessible experience for someone looking for instant driving gratification. The main emphasis of the game is on simulation though so you'll need to be a dedicated truck racer to get the most out of the game. There are plenty of options for setting up your truck including traction control levels, front anti-roll bar levels and limited slip differential controls. If you know what these do you'll appreciate it; if you don't it will leave you baffled or not bothered. Being able to set AI levels is a big plus.

> **"like trying to tame a randy elephant"**

The racing isn't the fastest you'll experience. It's stamina racing where you try to maintain a position and nudge competitors out of your way. It can get very frustrating because it's hard to begin with and when you do spin out and lose a decent position you'll feel hacked off. Having said that it's satisfying to barge rivals right off the road and laugh as you trundle over the finishing line. It's a niche title where fans of the sport can live out all the glory of truck racing. Otherwise it falls below F1 racing but above NASCAR in terms of realistic racing entertainment. PS2

TOP HITCHHIKING TIPS

- Stick to busiest route (obviously).
- Stay close to petrol station and fast food restaurant exits (lots of truckers).
- Don't walk on roads at night (death).
- Get dropped off at far end of towns (good location for next pick up).
- Dress threadbare (sympathy) but not dirty (you stink!).
- Equip yourself with torch (night sight), Fat marker pen (signs) and knife (sicko protection).
- Enjoy meeting all those new people that offer lifts (hippy).

VERDICT

ALTERNATIVES

18 Wheeler Pro American Trucker (Issue 15, 5/10)
F1 2001 (Issue 14, 8/10)

LONGEVITY

Four Championships all with unlockable goods, two player and a more immediate Arcade mode.

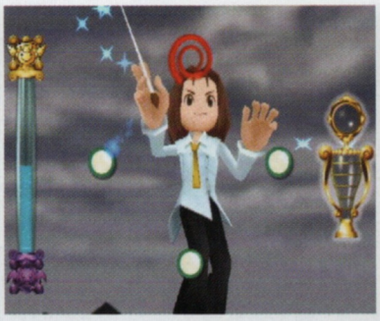
FOR

- Very realistic truck handling and racing
- Polished graphics, nice presentation
- Variable AI levels, 60Hz options, truck set-up

AGAINST

- Rock hard
- Not that fast
- Can be dull because of the above

PS2 **6**

"A truck racing fan's dream. An arcade racing fan's nightmare."

MAD MAESTRO!

Surely the first ever baton basher...

> WORDS BY MATT MARTIN

92kb

Mad Maestro! is another great bemani (or 'twitch') game. It doesn't do much in the way of graphics - they stay in the cutesy, big eyes and cheesy grin mould of cartoon animation - but in terms of gameplay and especially music, it's exceptional.

D Minor

It's also one of the most difficult bemani games I've ever played. Not only do you have to hit buttons with the correct amount of timing you must conduct using pressure sensitive buttons for soft, medium and strong volume during the performance. Hit a button out of time and the orchestra drops a bum note. Each level sees you conducting classical music to achieve typically whimsical objectives - calm a storm, re-unite lovers or make friends with an alien race. These guys will then help you in your final piece at the city Symphony Hall. Getting the sensitivity right can be frustrating and simply hard to do but the end result is incredibly rewarding. A game that adds more to the traditional elements of bemani titles and a fine rousing soundtrack that deserves a loud volume. PS2

VERDICT

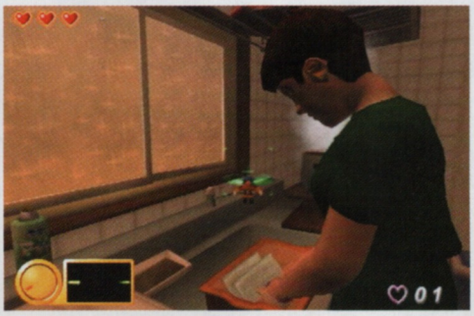
FOR

- 30 classical pieces
- Conducting successfully is very rewarding
- Nice touch's of humour
- Lions! Aliens! Supermodels!

AGAINST

- Pressure sensitive buttons = Grrrrr!!!
- Functional graphics

PSi2 **7** "Tricky but very rewarding classical conducting sim."



MR MOSKEETO

Does anyone fancy a quick suck?

> WORDS BY MATT MARTIN

400kb

The first of many titles from Eidos' Fresh Games label, all previously only available in Japan, isn't so bad. It's a novelty game for sure, which sees the player take control of a mosquito. This cheeky insect must fly around the Yamada residence and suck blood, filling up a few tank's worth per level.

Ooh baby I like it raw

Mr Moskeeto lands on a young girl's inner thigh and suckles away. Get too clumsy and you'll have to battle your victim, while they try their best to swat you, you need to hit their relaxation points to settle them down. While sucking you have to rotate the right Analog stick at a constant pace, too fast or slow and they'll feel you siphoning their blood and hit you with a smack. It's pretty seedy, you feel kind of pervy playing it but it gives the same sort pleasure a high-class toss mag does. The presentation is nice and a 60Hz mode certainly helps. The graphics and animation are okay and the controls just about pass the test. Although the game is frustrating it does have an addictive appeal. It's not really a 'most wanted' title but I would recommend you hire it out and give it a spin, just so you can say you've played it. It makes interesting conversation at the least. PS2

VERDICT

FOR

- Voyeuristic qualities
- Has its own quirky character
- Sucking blood from nubile young thighs

AGAINST

- Frustrating
- Quite short
- Basic graphics and animation

PSi2 **5** "Oddball novelty game that's worth playing once for the experience."

PUBLISHER **INFOGRAMES/ATARI** ■ DEVELOPER **THE PITBULL SYNDICATE** ■ OUT **NOW** ■ PRICE **£39.9**

▲ Jump off a ramp to add time

TD OVERDRIVE

Illegal street racing has spawned a few games over the years, but this one looks a little familiar...

> WORDS BY JULIAN BOARDMAN

83 kb

No one's suggesting that Infogrames deliberately set out to mimic the gameplay of Burnout, and use its financial muscle to add licensed cars and a story mode to create a more commercially attractive street racer. That would be impossible, TD Overdrive must have been in development long before Burnout was released. It must just be a coincidence.

The end result of that coincidence is a game that shares the same core gameplay idea, and fleshes it out, adding modes, music and muscle cars. You can race one of twenty licensed cars at high speeds through traffic from checkpoint to chceckpoint, tearing down street furniture and traumatising pedestrians The cops will hound you but they just aren't quick enough to be a threat, sadly.

FIRST TIP

Brake early, some of these cars take bloody ages to slow down, more than you'd expect if you've driven a car in any other arcade game. And don't be shy about using opponents to get around corners.

The game has coralled an impressive array of tasty motors, Lotuses, an Aston Martin, a Nissan Skyline and a sprinkling of those American muscle cars that handle like tanks on a raft. There's realism for you.

The fact you start the story mode, or Underground as its known, in one such lumbering American vehicle doesn't help. It's got a turning circle that would try the patience of a lorry driver and it takes ages to get up to speed which dilutes the excitement. Also, the tracks are too straight and dull early on but they do get better later.

The game has lively characters who interact before and after races and create a reasonably engaging Story mode, although identifying which racer is which on the track is nigh on impossible - a missed opportunity there. With a Single race mode that offers A to B, Circuit racing and Drag racing, a Quick Race mode that lets you blast around the unlocked tracks and a pretty spanky two-player mode there's much to do. The rock soundtrack isn't to my taste but these are tracks from well-known bands and suit the racing well.

"a slow-burner of a game"

Burnt offering

This is a slow-burner of a game, one for the long haul that offers some satisfaction when you complete it. It doesn't have the thrills of Burnout: it doesn't offer the adrenaline rush of staying alive, it simply doesn't have the speed. There's a lot more to do here, though. It's just less fun. PS2

HEY, SLOW-POKE!

If you want to check out some real illegal street racing you could do worse then wheelspin over to www.slo-pokes.com. This site purports to offer locations of the illegal street races in the Los Angeles area. Fortunately the LAPD don't read this mag.

VERDICT

ALTERNATIVES

Burnout (Issue 14, 8/10)
Midnight Club (Issue 2, 8/10)

LONGEVITY

Loads of tracks and cars to unlock so you won't be short of things to do.

FOR

- Plenty of modes
- Engaging characters in Underground mode
- Loads of vehicles

AGAINST

- Feels slow early on
- Not exciting enough for this gamer

PS2 **6**

"It's big but it just isn't quick enough."

PUBLISHER **KONAMI** ■ DEVELOPER **KONAMI CE AMERICA** ■ OUT **NOW** ■ PRICE **£39.99**

FROGGER: The Great Quest

Back to the old skool? Woaah. Don't get your hopes up.

> WORDS BY LISA ASH

269kb

It's official. Frogger - once part of the gaming elite, is washed up, having sold himself down a mutant fish-filled river of sweet 'n' sickly platform dross. The high tension of the 80s freeway-crosser is no more.

A bog standard platform adventure that poses very little challenge, Frogger asks the player to take the titular toad-relative and collect magical gems and coins, meet other characters, fight bosses and seek a princess' kiss, which will turn him into a handsome prince. Over the 17 Rayman-like stages he can walk, run, jump and glide over the bright and generally well designed levels. Controls are dire, however. They're so unresponsive you'll die or fall off a ledge countless times. Accompany this with bad jumping mechanics, Frogger's choppy movement and the most unhelpful camera angles in the world and you have a nightmare. Comic turns are here with his spitting attack and some funny gaming homages but this is irrelevant when you're being charged nearly 40 squidlies for a game that plays badly and only lasts for 3-4 hours tops. PS2

VERDICT

FOR

- Cutscenes tell the story well
- Metal Chicken Ray

AGAINST

- No-one, but no-one would pay full price for this game.
- Terrible controls and camera positioning
- Irritating voices and music

PSi2 **2** "An offence to the senses."

PUBLISHER **UBI SOFT** ■ DEVELOPER **UBI SOFT BARCELONA** ■ OUT **NOW** ■ PRICE **£39.99**

PRO RALLY 2002

Ubi Soft rallies round but fails to make the cut.

> WORDS BY JULIAN BOARDMAN

85kb

The Spanish have a strong World Rally Championship contender in Carlos Sainz, unfortunately this Spanish-developed rally title will nestle with the also rans.

Don't misunderstand me, Ubi Soft Barcelona has worked long and hard to cram a whole load of content in this title. 20 licensed cars, 48 circuits across eight countries and a total of eight game modes if you include multiplayer. Whether you want a quick gravel-spitting blast in Arcade or Time Trial mode or a more considered, suspension tweaking season in Professional mode all your options are covered.

The problem is that the driving never feels terribly exciting. That sense of excitement that I get from watching the Rally highlights is never replicated here, I never feel like I care enough to play this for any length of time. Even in Arcade mode, where you race against five opponents instead of the clock, is unengaging. Trophy mode has its moments;, you race head to head on parallel circuits, but again my mind was soon wandering. Championship mode has plenty to offer, especially in terms of options to tune the car, which does make a difference to handling. And if you get into the season it will offers hours of play.

Sadly Pro RAlly 2002 looks flat, it sounds flat and it plays flat. It isn't bad, just not terribly good. There's plenty of it though. PS2

VERDICT

FOR

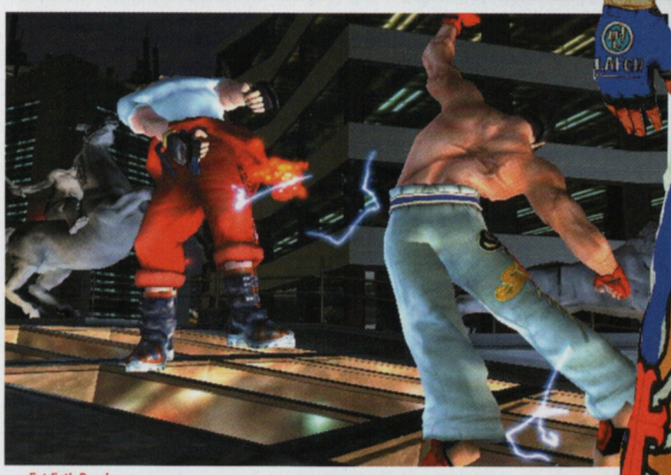
- Plenty of game modes
- Authentic cars
- Great replays

AGAINST

- Unengaging
- Scenery and audio are uninspiring

PSi2 **5** "Tries hard, offers a lot except entertainment."

PUBLISHER **NAMCO** ■ DEVELOPER **NAMCO** ■ OUT **SEPTEMBER** ■ PRICE **Y6800**



▲ Eat fist! Bam!

TEKKEN 4

VF4 may have just arrived in the UK but the Japanese are all playing Tekken 4. Join us in this oriental orgy of fists. > WORDS BY MATT MARTIN

86kb

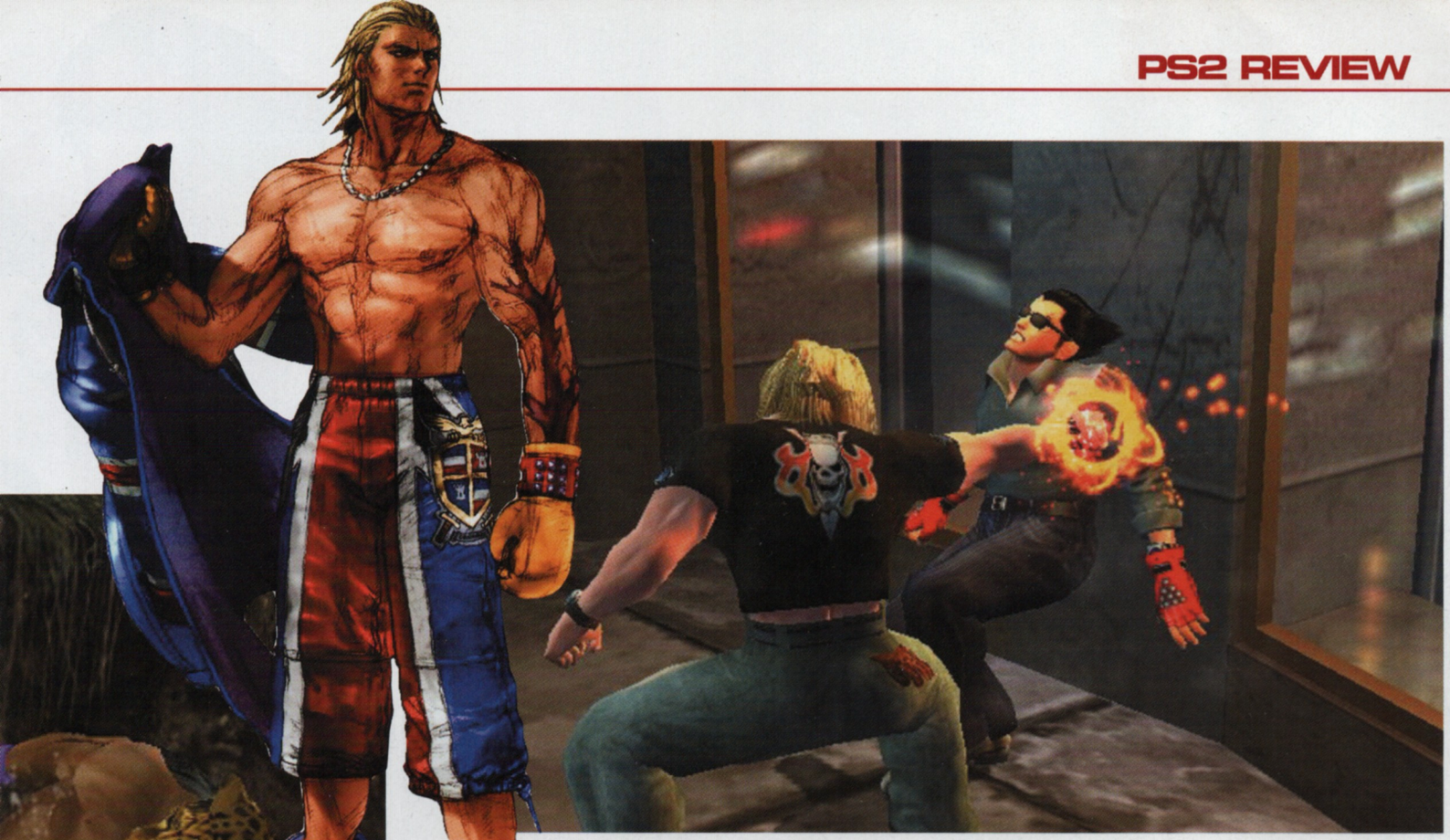
Ninjas, boxers, wrestlers, Tae Kwon Do-ers. You name the fighting style; Tekken 4 has got it. Fighting games are all about violence. And Tekken 4 has more violence than a whole nation of ninjas pissed off at man's dishonourable treatment of the Earth, fellow humans and the ancient arts. Put up your dukes, let's get down to business.

Bark love

When it comes to tasty looking backgrounds and locations, Tekken 4 has got it locked up like all the best artwork in the Louvre. The jungle location has amazingly reflective water, a mirrored surface that's also transparent closer up. Steam rises and tree bark and leaves have amazing texture work. I'm not one to get half a dick on about detailed moss and nine million polygons making up the floor but it really looks a treat. Not the sort of thing you notice when you're playing, because you're too busy kicking people's eyes out, but it's something you can stroke your chin in

FIRST TIP

A good character for beginners is Law. He's fast, has a good range in his kicks and the majority of special moves are easy to pull off. Later on when you unlock Nina you'll find she can be handled with a similar philosophy.



▲ Not the nipples! Anywhere but the nipples, man!

appreciation to when someone else is giving it some fisting action. There's an element of interactivity there too. To keep up with the Dead or Alive Jones's things smash. Into bits! There's nothing like putting an opponent through a horse statue or a phone booth. Make that three phone booths. Boof! Boof! Boof! And I've not even told you about the lighting, reflections, shiny surfaces, marble floors, painted toenails and other such detailed graphical splendour. It's like a bag of jelly sweets to a three-year-old. But you're not here to look at the background right?

THE SOUND OF PAIN

Fighting games aren't usually well known for having decent music but Tekken mixes styles up with only a few cock-rock squealing geetar tunes. It's the best use of a didgeridoo and horns I've heard in a game in a long time. Well, ever actually. There's enough 'Uh!' 'Ho!' 'Gur!' 'Hwarr!' and 'Ngh!' noises to keep a sexline in business for weeks. What really counts are the thick, full sounds of knuckle connecting with cheekbone and bodies slamming to the floor. Turn it up and scream along when you bring the pain.

A fighting game is nothing without it's combatants and this is an area where Tekken excels. Each fighter has a distinct style and suits a different fighting technique, be it close punch ups, leaping and charging attacks, powerful specials or constant and quick jabs. Each character is pretty distinctive in style and by including twenty-five different fighters it pisses on any other competition. Ten to play with instantly, 15 to unlock. It puts Virtua Fighter 4 to shame. There is some similarity with certain character's attacks but by giving us so many fighters you can't possibly get bored. Unless you have no soul. In fact some fighters are not just similar in terms of fighting style but in storylines too. No less than three of the fighters, Lei, Law and King are all recovering alcoholics.

In terms of new folk, there's six (or is there more?) and all of them kick arse. Violet looks like a graduate from Handsome Boy Modelling School. He's a playboy in purple pinstripe pants, owner of some faceless corporation that created Combot, a combination of Lego, batteries and egg boxes that mimics other fighters' styles. Violet is definitely a legs fighter and when he and Christie get down it's murder on Saturday Night Fever's dance floor. It's worth reiterating, and I don't care if I sound like a pixel-nerd, but Christie is seriously horny. Legs so hot her tights are blistering. I've heard people say they don't like the Capoeria fighting style, previously practised by Eddie in Tekken 3. To which I say 'buffoon!' It's unpredictable for the opponent as she moves fluidly from kick to kick, working the floor with great sweeping moves. Steve Fox is the English boxer being chased by the Mafia ('cos apparently we have a Mafia problem in the UK). He's a strictly punching character like Bison in Street Fighter II, with kick buttons being replaced with duck, dodge and weave moves. He can

▲ Surely King must have a head the size of a walnut under that mask

get right under an opponent's chin and deliver some devastating blows. To begin with you might find his repertoire of violence limited but with practise he can be a quick and relentless fighter. Craig Marduck falls into the generic grumpy, shouty, big fella we know so well from fighting games (see Jeffry in Virtua Fighter, Zangief in SFII etc). He moves slowly but a combination of head-butts, elbows and knees can tackle any speedy opponent with a bit of calculation and counter-attack. Finally there's the tree-hugging, studious looking (in a porno mag, secretary-looking-over-the-top-of-her-glasses kind of way) Julia. Like me on a Saturday night she thanks the Spirits for helping her battle. She wears tassels and utilises a good set of low punches and two-fisted combos to knock out the evil Genetics Corporation. Right on sister. Nipples like chapel hat pegs too.

Panda love

And of course all the regular favourites are here, apart from Gun Jack. I won't go into too much detail but they do what you'd expect. Brian is brutal and fast, Panda does the Bear Dance of Victory around beaten opponents (wave your hands in the air like a black and white bear!) and Nina struts in a pink catsuit and distracts my fighting technique. Xiouyu returns and again, if you let her in she'll dance around your body and lay one on your crotch when you're on the floor. Law's one inch punch is still one of the most stylish attacks purely for the lack of animation required for such a devastating effect. Paul Phoenix has a red hanky hanging out of his back pocket - doesn't that mean something in Soho? He's still a mardy old puncher. Jin uses his body weight behind spinning kicks to land massive damage on opponents. Lei is as fast as a squirrel as he rolls around the floor, Heihachi decks opponents so hard they scrape along the floor with their knees up in the air. You know what happens when Kuma goes into a bar don't you? He asks 'Can I have a pint... of lager please?' And the barman replies, 'Why the big paws?'. Ahem.

TEKKEN FORCE

What we have is a scrolling beat 'em up and it puts The Bouncer to shame. Okay, it's nothing special but as a bonus game it stinks of high production values. The camera is able to roll behind the players so he's never fighting characters off screen. The hero advances down a series of semi-disguised corridors beating the crap out of minions, and then battles one of the corporation's hired thugs. Picking up chicken and eggs for energy and time, and knocking over four henchmen in one running kick is pretty darn fun. Although there's a few problems with the 3D movement you can't say that this isn't a splendid and entertaining distraction to the one-on-one battles in the main mode.

The arenas/locations differ in size. All give the impression of depth and a good player will utilise this, not being afraid to step around opponents with a skippity skip (Note: Skipping is for hard men, not lame-os). The carpark is quite restrictive with concrete pillars against which fighters can find themselves pinned, whereas the underground fightclub is just a tight circle made up of a jeering crowd. The beach has plenty of space for those running attacks. It doesn't make a lot of difference but the locations can be used to your advantage and they occasionally necessitate a change in tactics.

Sometimes, particularly during the replays there can be graphical imperfections that niggle. The rotating legs of some fighters seem too detached from the torso. I know some of these moves are meant to be physically impossible but they're Karma Sutra-defying. Replays show up a little clipping as well, but we reckon this is probably unavoidable. We know about these things. We got 94% in our Graphical Glitches Theory exam. While we're on the subject of complaints the animation for 'I'm beaten!' is the same for all characters. Everyone from Heihachi, to Kuma to Lei kicks the floor like a spoilt child or writhes on the floor arching his back. Come on, that's just slackness on the developer's part. I want to see tears and split lips.

When it comes down to executing the moves there's no problems. Reactions are instantaneous and the majority of combos are easy enough to pull off. Some will take practise and a good fighter will learn as many as possible and really mix it up during the sixty-second bouts. Calculated punches and kicks give the player a pleasing smile as your fighter cracks, whacks and slaps an opponent around the ring. There aren't a great deal of counter moves (as you'll find in Virtua Fighter 4) or blocks and defences, it's mainly an aggressive game. You best form of defence is offence. You also can't beat those moves where you finish an opponent and then stick another bunch of kicks and punches in just for the sake of it. Tekken 4 brings out the spitefulness in all of us. So what if you're down, I've not finished stomping on your neck.

"Christie is seriously horny"

Thong love

In terms of structure, Story mode sets players up for eight fights and a show down with Heihachi. This is generally speaking, there's a few alternatives depending on the character you use. After that you get a groovy FMV sequence that usually explains some personal storyline or other. Some are quite tongue in cheek, some are spectacular, and some make sense while others are just daft. All are worth seeing and unlocking. Marshal Law beats people who don't appreciate his peppered beef. Violet sits around supping Brandy to the sound of Jazz piano and Jin... I won't spoil that one for you but it's where the soap opera elements lie for Tekken 5 no doubt. The final battle with Heihachi (bless you!) is a bit worrying. For a start he's wearing like, zero clothes. Just one of those towels wrapped around his nuts and wedged up his crack. What kind of cheeks are they anyway? They aren't man-cheeks because they ain't nearly pale, flabby or hairy enough. That's a seriously unattractive sight, like catching your dad in a thong.

I felt so hard after playing this I ran around the office throwing cod punches and kicks at colleagues, making stupid noises and spitting out of the side of my mouth. People told me to piss off and do some proper work. So I got them in a grapple and they returned with a written warning for sexual harassment. Tekken 4 then, is the definitive fighting game for the PS2. Simple as that. There are bags of characters with mountains of moves that do stacks of violence and it's a never-ending two-player feast. How else do you want me to describe it? It's the ultimate one on one fighting extravaganza and you owe it to yourself to own a copy. PS2

▲ I know what you're thinking, you seedy, seedy man

VERDICT

ALTERNATIVES

Virtua Fighter 4 (Issue 18, 9/10)
Bloody Roar 3 (Issue 9, 8/10)

LONGEVITY

Stacks of characters and FMV to unlock, Tekken Force and multiple one-on-one modes.

FOR

- Twenty five hard-as-nails fighters
- Full of non-stop violence
- Cracking visuals and animation

AGAINST

- Some character moves can be a bit similar
- Occasional ugly graphics in slo-mo

PS2 **9** "The greatest fighting game on the PlayStation2. No contest."

PUBLISHER **CAPCOM** ■ DEVELOPER **CAPCOM** ■ OUT **AUTUMN** ■ PRICE **¥6800**

▲ The local gardeners needed a lot of training

ONIMUSHA 2

Onimusha was seen by many as the PS2's first must have game. Does the Japanese version of the sequel promise as much?

> WORDS BY JOHN FRANKS

158kb

The first instalment of Onimusha was the first PS2 game to sell more than a million copies and by now it's sold more than 2 million copies worldwide. Needless to say, a sequel was a no-brainer for Capcom. In the first game you took the role of samurai Samanosuke but at the end of the game he almost silently disappeared. Arch enemy and warlord Nobunaga is still amongst the living of course, as was proven at the end of the first game which hinted to a sequel.

The intro sequence of Onimusha 2 is the most polished I have ever seen in a videogame to date. A clip of pure CGI gorgeousness shows Nobunaga and his fellow evil-doers destroy a whole village, with women and men running for cover and babies crying all over the place. Men on horses shoot burning arrows into the roofs of the thatched wooden houses. Even the most resistant men get killed ruthlessly by Nobunaga and his men. When samurai Jubei Yagyu returns to his village, he's shocked

FIRST TIP

Blocking might not be important in the beginning but once you face those knights for the first time and you run out of special attacks, you'll need it. And don't be too greedy. Single slashes will also work if you're persistent.

▲ The four-way tiddliwinks competition had got out of hand

"more variation"

and pained to see everyone killed. In an effort to avenge the death of his family and friends, he sets out to teach Nobunaga and his demons a lesson. Needless to say, you're stepping into Jubei Yagyu's shoes.

Pure beauty

The first thing that strikes you in this game is the sheer beauty of the graphics. You start out in your village (which is clearly near Manchester if the rain is anything to go by) at the beginning of your quest, and the rain is actually one of the new features in Onimusha 2. It looks so real that it's absolutely amazing. Water flows down rocks due to the heavy rain and you see little drops falling from the sky as if it was real. The backgrounds remain static in the sequel with fixed camera angles similar to the trademark rendered scenarios of the Resident Evil series. However, Onimusha 2 still sports motion within these backgrounds as rivers flow, fog passes by or grass and trees swing in the wind. It looks remarkable and in fact, it almost looks photo-realistic on occasion. The characters are also perfectly integrated into the backgrounds with shadows cast onto stairways realistically for example. You'll notice countless details in the backgrounds and on the characters themselves.

You're not alone

The basic gameplay hasn't changed significantly but still features a few nice additions that generate more variation in the long term. Overall, Onimusha 2 is about one and a half times as long as the first game. That's good since most people liked the game but thought it was way too short. Jubei is not the only important character in Onimusha 2. Very early on in the game you'll come across two guys fighting in a "bar".

One of them is a slim guy named Magoichi who carries a gun; the other one is a fat, at first aggressive-seeming dude named Ekei. On your journey you'll often find items lying around or hidden in chests, or you just buy them in shops. These items can be traded with Ekei and Magoichi (and two other characters, a young ninja guy and a mysterious female) but they don't like every object you give them. With the items you can influence how they see you and, if they like you, they'll sometimes join you in battles which really helps a lot. So, on some occasions you'll fight cooperatively with these characters, but if you give them the wrong items, it can also spoil their will to cooperate with you. This is an interesting twist but almost impossible to figure out because it's all in Japanese. This will be the biggest stumbling block for anyone looking to import and enjoy the game. The way you influence the other characters also has an impact on the progression of the story. Occasionally you can even control another character and you learn more about each character depending on how good friends you are with them. This opens up multiple routes and learning about the characters should encourage playing through the game again.

Give me your soul

As in the first game, your main task consists of slashing enemies with your swords and other weapons you'll find such as spears, arrows and the likes. Once you've killed an enemy, you can absorb their souls in the gauntlet your wearing. Depending on their colours they'll give you health, experience ▼

ONIMUSHA 1

It's good to see lead characters change within a game. While Samanosuke (pictured) was the hero of the first game, Jubei is now the man also modelled after a real life Japanese actor.

"I don't care if your armour is made from giant woodlice, you ain't coming past."

Don't step on someone's liver

points or energy so you can use the special attacks of your weapon. These build on elemental attacks such as lightning, thunder or ice. Every now and then you also collect a light blue sphere which, once you collected five, will turn Jubei into an invincible maniac for a limited amount of time. In this state you can fire homing energy beams at enemies and your sword-attacks are way faster than usual. And he looks a little like Dante of Capcom's Devil May Cry in that state. Pressing the R1 button can now also charge each weapon. The guard-button is also important because blind slashing will only get you somewhere in the beginning of the game. Later on you have to act more wisely to defeat enemies. Side steps and quick 180-degree-turns also belong to your repertoire and once you have enough experience points you can also level up your weapons and armour when you reach a save point.

The range of enemies has grown as much as the diversity of locations. You must remember the spiked rolling lizards from the first game and they have another appearance in Onimusha 2. Other enemies include zombies, sword swinging undead knights, spider-mutants, water-spitting fishes and huge golems that give you a beating with whole tree trunks. The learning curve of the game is also much more forgiving than in the previous game where everything started out pretty tough right away. In Onimusha 2 you can hardly do anything wrong in the beginning and you start to wonder where the challenge comes, but no worries, it will come.

The occasional puzzles also reappear which I personally like because it's always fun to deal with the little puzzles to open an important chest. When you played through the game, you also see a map that shows which paths you've taken and where you could have taken another one. It's good to know what's left to do. The disc is also packed with loads of bonus materials. For example, when you boot the game for the first time, you'll see a music video by famous Japanese rockstar/actor (and deluded Elvis wannabe) Hotei who contributed the official song Russian Roulette to the game. The video has high production values and is interesting to watch if you're a fan of derivative Japanese has-beens. It's no wonder the likes of Atomic Kitten do so well over there. Other bonus features include an art gallery and scenes showing how Capcom motion-captured the movements of a horse. There's also a variation of a survival mode where you have to slash as many enemies as possible within a time limit.

To sum it up, Onimusha 2 is an excellently presented and produced game that clearly is a must buy for the fans of the action genre or anybody with a touch of bloodlust. PS2

VERDICT

ALTERNATIVES

Onimusha (Issue 11, 9/10)
Soul Reaver 2 (Issue 16, 7/10)

LONGEVITY

This one's got replay value. The additional characters let you explore different possibilities and you'll get to know more about them, the more you experiment.

FOR

- Excellent graphics and music
- More diverse enemies and environments
- Controls and character progression have been fine-tuned
- Additional characters add a lot to the replay value

AGAINST

- No analog controls
- The Resident Evil style of moving characters

PS2 **9** "Excellent sequel. More content, more diversity and more beauty."

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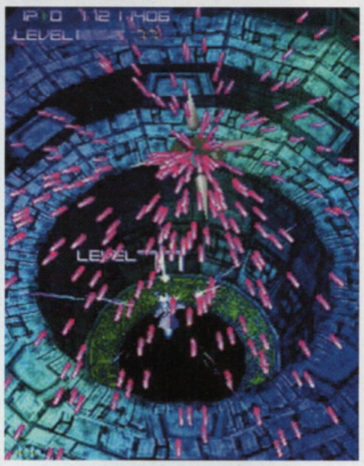
PUBLISHER **SUCCESS** ■ DEVELOPER **SUCCESS** ■ OUT **NOW (JAPAN ONLY)** ■ PRICE **Y7800**

PSYVARIAR COMPLETE EDITION



Don't sneer, there's still beauty to be found in a 2D shoot 'em-up and this is probably the pinnacle of the genre.

WORDS BY JONTI DAVIES

388kb

Gradius III & IV is a spectacular example of 2D on the PlayStation2. Specifically, Gradius IV has been the best PS2 2D shoot 'em up available since the console's launch. Can Success's Psyvariar topple the Konami's mighty shmup? Read on, game kids...

Like Gradius III & IV, Psyvariar Complete Edition is a collection of two arcade conversions. Psyvariar Medium Unit is the older of the two, released in Japanese arcades in March of 2000, while Psyvariar Revision is the updated version of Medium Unit, released in September of the same year. Both are excellent conversions - neither game slows down at any point. There are display options to suit those willing to turn their TV on its side, since both Psyvariar games ran on vertically positioned displays in the arcades. The conversion job, then, is spot-on. But do the Psyvariar games play as well as they're presented?

FIRST TIP

Make the most of the Buzz System by weaving through waves of fire. Don't chicken out, because the rewards are many and great.

"daredevil tactics are the order of the day"

The key gameplay feature in both games is the 'Buzz System'. Basically, you are rewarded for every bullet, ship, and piece of debris that you pass without quite hitting. Daredevil tactics are the order of the day. Buzz points build up until you crash or get shot down, but if you tally enough points the reward is a level up. The reward cycle is clearly defined: more buzz points, more level ups, more firepower, new stages. Using countless continues (continues can be set to infinite) defeats the object of the game. Really, you should use three continues at most - not only does this increase the level of challenge, but also it makes Psyvariar a far more enjoyable experience. Play well and the game will play well; play poorly and the game will seem poor.

The parallels with Gradius III & IV extend to the contrast between the two Psyvariar versions on the Complete Edition disc. Psyvariar Medium Unit is the more difficult of the two and the older (just like Gradius III) while Psyvariar Revision is the snazzier and slightly easier update (exactly like Gradius IV). Both renditions are simply superb . The Buzz System, in particular, works perfectly in Medium Unit and Revision. Gradius III & IV was the pick of the PS2's 2D shoot 'em-ups, but not anymore. Some may turn their noses up at what they perceive to be dated graphics, but while Psyvariar Complete Edition isn't a staggering technical achievement, it is lovely to look at and to listen to. Furthermore, it's a dream to play. PS2

MASTER OF THE UNIVERSE

The Special Capture Box edition of Psyvariar arrives with a bonus Psyvariar Appreciate DVD enclosed in the case. The DVD contains footage of a Psyvariar master completing the game on one life and displaying some mad skills along the way. Watch, learn from the master, and try to improve your game. Trés cool.

VERDICT

ALTERNATIVES

Gradius III & IV (Issue 2, 5/10)
Silpheed: The Lost Planet (Issue 6, 7/10)

LONGEVITY

Multiple routes and two different versions of the game combine with a challenging difficulty level (anything above Easy mode is hard as nails) to make Psyvariar more expansive than your average shmup.

FOR

- Silky smooth conversion
- Buzz System works a treat
- Upbeat soundtrack
- Detailed hi-score table
- Well-implemented two-player action
- Bonus DVD with Special Capture Box edition

AGAINST

- Will be too difficult for novices

PS2 **8**

"A heady mixture of old skool gameplay and stunning looks."

RAKUGAKI-OUKOKU

▲ The giant boy returned home

We brush up on this import RPG where you paint your own characters.

WORDS BY JONTI DAVIES

299kb

Mario Paint didn't sell Super Nintendo Entertainment Systems, and there has since been an understandable reluctance on the part of developers to give console gamers the ability to doodle. Still, Garakuta Studio has bucked the trend to give PS2 owners a first class art package with a twist...

Rakugaki-oukoku is, for all intents and purposes, an RPG. But its standout feature is enough to set it apart from the crowd: in short, you can draw your own characters. Draw, that is, as in creating with the aid of an easel and some acrylics. Yep, *Rakugaki-oukoku* incorporates an intuitive paint package into its otherwise uniform feature set. Impressively, your artistic expressions are transformed into animated characters and it's with these that you battle your way through the colourful kingdom of Garakuta.

Crayola

In keeping with the traditional role-playing brief, battles are turn-based. Unfortunately, the yawn-inducing nature of Rakugaki's endless procession of such battles detracts from its inspired artistic aspect. This is a shame because Rakugaki's superficial qualities-its bold graphics, its delightful soundtrack and its stunning presentation-are a perfect match for the wonderful painting feature.

It's vital that a role-playing game is either full of variety (Rakugaki-oukoku isn't) or blessed with a finely tuned battle system (again, Rakugaki is not). In spite of its undeniable charm, therefore, *Rakugaki-oukoku* is a missed opportunity. If there's ever a sequel, with more attention given to honing gameplay mechanics, then this concept could become a world-beater... PS2

VERDICT

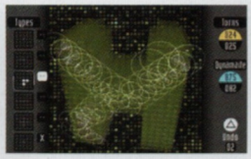
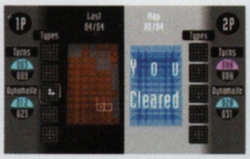
FOR

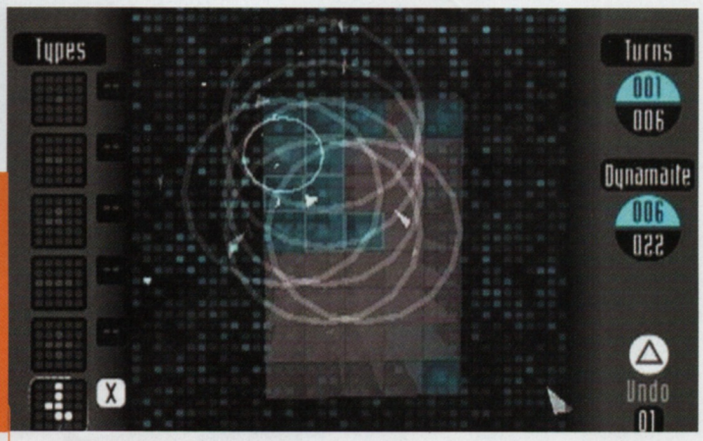
- Lovely visuals
- Expertly implemented art package
- Two-player battles for artistic duos

AGAINST

- Turn-based battle system lacks appeal
- Reams of Japanese text and dialogue serve to frustrate

PS2 **5** "A nice idea, but badly let down by repetitive battles."



BUILEBAKU

Build 'em up and knock 'em down with this intriguing import puzzle game.

WORDS BY JONTI DAVIES

70kb

Puzzle games generally come in several different moulds. *BuileBaku* falls into the block-positioning category as spawned by Alexij Pajtinov's timeless classic, Tetris.

BuileBaku's gameplay method is pristine: grids of varying sizes, littered with obtrusive blocks, must be cleared with correct use of the different types of dynamite at your disposal. Other factors, such as a limitation on the number of explosions that you are allowed to trigger, add to the underlying concept to create *BuileBaku's* different game modes. Critically, though, the gameplay foundations are constant throughout.

BuileBaku demands lateral thinking. The various types of dynamite with which you are armed must be used carefully-and, in some cases, sparingly. Progression is the reward for clearing an entire grid within the parameters set. In most modes (including the excellent two-player Battle game) this can be done at your leisure. In Challenge, however, *BuileBaku* takes on a whole new meaning with the introduction of a timer. Challenge demands lateral thinking like the other modes-only at speed. Suffice to say, your palms will sweat.

BuileBaku is a terrific example of imagination within the confines of an established genre. It's not wholly original, yet it is refreshingly different. Well presented, supremely playable, tremendously difficult: BuileBaku is absorbing intellectual stimuli. PS2

VERDICT

FOR

- Finely tuned gameplay
- Long-term challenge ensures good value
- Will improve your mental health and problem-solving skills
- Relaxing ambience

AGAINST

- Can be frustrating
- Awful monologue

PS2 **7** "Right up there with most enduring puzzle classics."

PUBLISHER **SCEE** ■ DEVELOPER **DOKI DENKI** ■ OUT **NOW** ■ PRICE **£19.99**

TINKERBELL

Sometimes you'll also get to play as Tinkerbell, for example when some routes are so narrow only Tinkerbell can pass. You'll mostly have to trigger an event then like pushing a button, move some rock away and things like that.

PETER PAN: Adventures in Never Land

No multiformat duplication here, as the PSone gets a completely new Peter Pan adventure.

> WORDS BY JOHN FRANKS

So, different name, and a completely different game for the PSone. Quite a surprise after the cross-format game duplication of Monsters, Inc a couple of months ago.

Developed by French development studio Doki Denki, which has worked on Winnie The Pooh and The Smurfs on the PSone before, *Adventures in Never Land* is played as side-scrolling platformer and while you cannot instantly fly in the PS2-version, you can in the PSone game. The longer you push the X button, the higher you fly. It's your task to make it to the exit and defeat enemies on your way, avoiding obstacles such as rotating blades, falling rocks or sword-swinging pirates. Even the story and CGI-cutscenes are slightly different than its PS2-cousin. Captain Hook finds a map that shows him the path to a hidden treasure. Since he's afraid Peter Pan might find it first, he simply cuts the map in four pieces with his sword. Needless to say, you have to find those pieces before you can chase Captain Hook.

Heading

Each level offers you a main goal to achieve. Once you reach it, you'll get to see a new cutscene that shows the progress of the story. Some levels also offer secrets that are indicated by question marks on the level map. You can also go to a shop where you can watch unlocked movie-clips and buy items such as extra lives or pixie dust. You trade those items against the feathers you collect in the levels.

Visually the game looks OK, showing the action mainly from the side view. Some of the loading times proved to be particularly annoying, particularly when the game loads the map and then reloads the level. You can restart levels immediately though but only before you die, so it's a bit tricky. Music isn't particularly impressive but the voice-acting is alright.

The movie-clips are taken straight from the recent film, so there's a reason many of the players will keep going. More mature players will find it boring after a few efforts but younger players should have some fun with Peter Pan in his PSone adventure. PS2

▲ Pan goes clubbing

FIRST TIP

Don't rush. Those of you who'll try to rush through the levels will mostly fly or run into a blade or enemy. So moving slowly is essential. Nerves are key, remember.

" rotating blades, falling rocks and sword-swinging pirates"

VERDICT

FOR

- It looks pretty good
- It's not the usual platform-jumping
- Easy controls

AGAINST

- It gets repetitive quite soon
- Loading times are a bit hefty

PS2 **6**

"A good game for kids. Hardcore players will find it too easy and too repetitive"

WORLD CUP SPECIAL

13 pages of in-depth analysis of the football games that count...

Featuring

- David Beckham Soccer
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- ISS2
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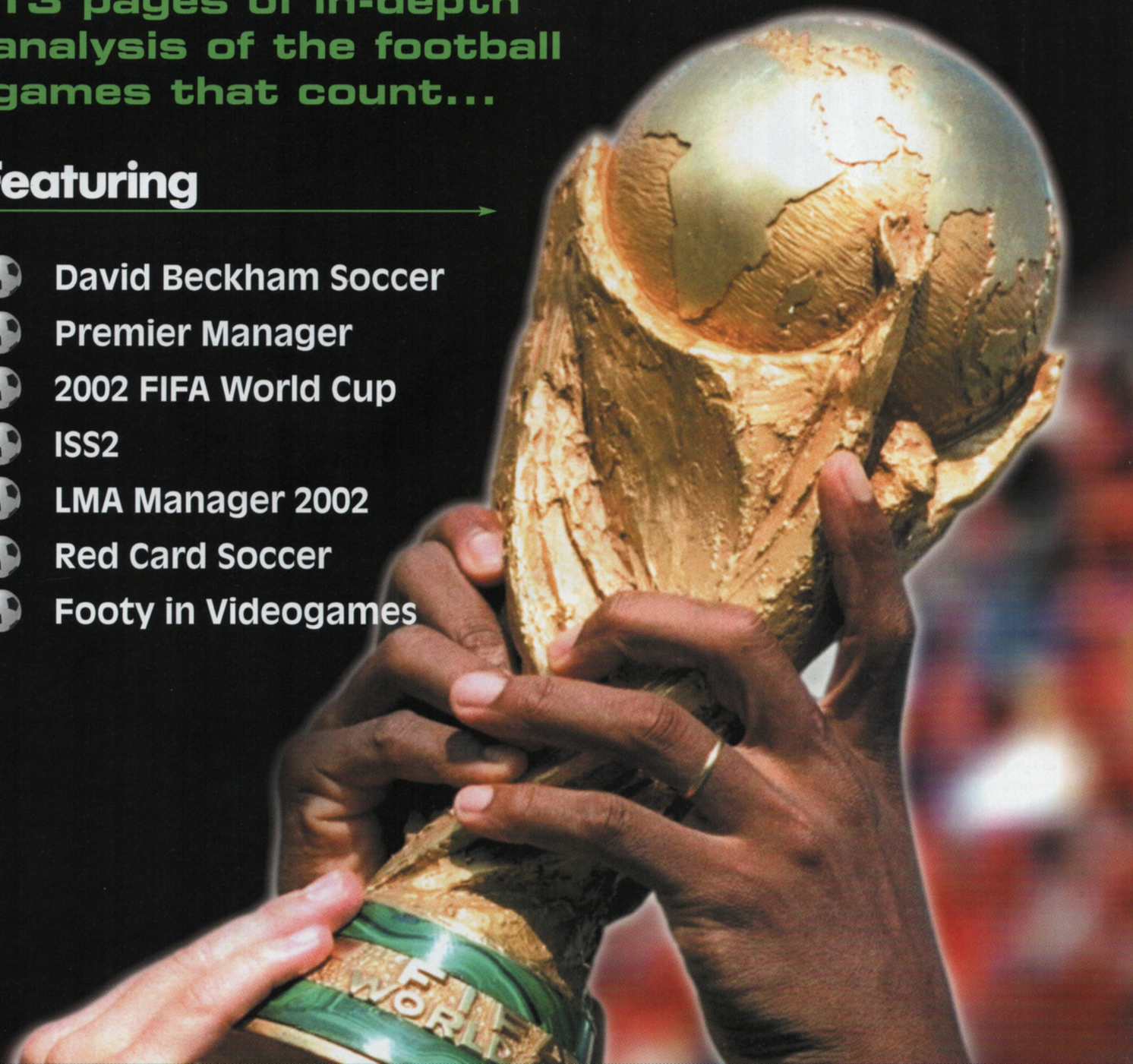


PUBLISHER **RAGE** ■ DEVELOPER **RAGE BIRMINGHAM** ■ OUT **JUNE**

▲ "Dion Dublin's is this big!" "Nah"

DAVID BECKHAM SOCCER

Will Beckham win us the World Cup? Or will he make a complete metatarsal of himself? Rage is hoping for a captain's performance.

WORDS BY DALE WILKS

With *David Beckham Soccer*, Liverpool-based publisher and developer Rage plans to give the FIFA series a run for its money. But with FIFA being such an established franchise that will be almost impossible to do especially after a mixed reception from the PSone crowd. *DB Soccer* is stepping up a league and will be with us on PS2 before the World Cup. Will it be a trophy winner or struggle to get out of the group stages?

Fortunately as well as the hair-cutting, Spice Girl-marrying Mancster there will be players from more than 200 international and club teams. If you're looking for a quick match you can dive into the Friendly Play mode where you just pick a team and have a go. Those of you who are not interested in management elements such as team formations, etc don't need to bother about that, but interested players have a range of options to alter team strategies and so on. You can also edit teams and stadiums.

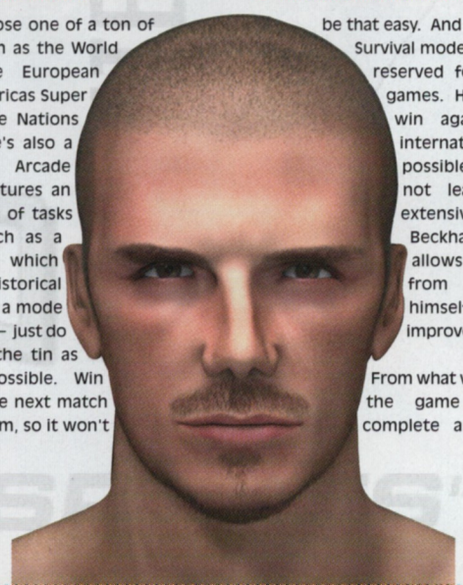
Posh

Indeed, the game is packed with modes. The Season mode offers a range of national leagues you can play; the Tournament modes allow you to choose one of a ton of cups to play, such as the World Super Cup, the European Nations cup, Americas Super Cup or the Home Nations Cup. Then there's also a section named Arcade Games which features an interesting range of tasks to complete, such as a Classic Match which reflects a historical football match or a mode named Beat Brazil – just do what it says on the tin as many times as possible. Win and you'll play the next match with a weaker team, so it won't be that easy. And then there's the Survival mode which usually is reserved for beat 'em-up games. Here you have to win against as many international teams as possible. And last but not least there's an extensive "Train with Beckham" mode which allows you to get tips from the master himself in order to improve your skills.

▲ Seaman has to get to it – he has to!

▲ The curse of altered names strikes Raul

From what we've seen so far, the game looks pretty complete and only needs some minor tweaking. The controls take a bit of time to get used to, since they're not as responsive as EA's FIFA series, which is a cause for concern. Sometimes if you hit a button it took way too long for the player to actually make the move so I hope these motions become a bit more smooth by the time the game hits stores. Graphically too it doesn't quite keep up with FIFA. But then again we have to say this in Beckham's favour, the game in his name offers a lot of replay value. Expect a review very soon. PS2



EARLY VERDICT

FOR

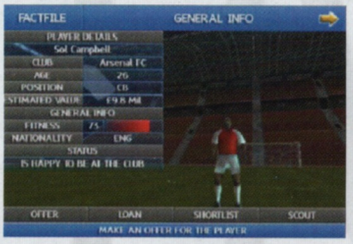
- A ton of game modes
- Have your training with David Beckham
- Smooth frame rate
- Classy presentation

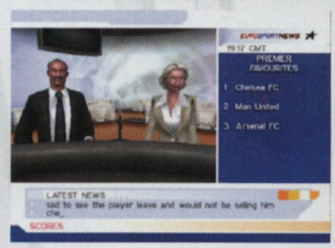
AGAINST

- Some animations look a bit wooden and rough
- AI needs to be improved as some players behave strangely

PS2 "If the controls can be quickend this could be the start of a lenghty franchise."

PUBLISHER **INFOGRAMES** ■ DEVELOPER **RUNECRAFT** ■ OUT **MAY**





PREMIER MANAGER 2002

▲ Eee, just like Subbuteo, innit?

Some people say that a football manager has to juggle a whole armful of balls simultaneously – I now see what they mean! Sir Alex, I doff my cap to you...

> WORDS BY DALE WILKS

I'm sure all that stress can't be good for ol' Fergie though. OK, so he might be in charge of one of the best teams in the country, but if I were his age, I'd take the few quid that he's inevitably earnt, and head off for sunnier climes. For good.

Premier Manager 2002 allows you to fill the boots of Fergie (or Hoddle, Houlier, Wenger ...anyone you like) and bring a top team to success. As in real life, you needn't spend your entire management career with one club – you can see a season through, and then look for another club (or indeed the chairman may decide that your loyalty is no longer called for).

By scheduling meetings with coaches, fitness trainers, commercial managers, bank managers et al you can make all the decisions that define how smoothly the club runs. What's interesting here is the emotive aspect that Runecraft has tried to inject – different decisions can piss off coaches, appease the fans, worry the press, and sadden players. As you interface with the people involved, their facial expressions can be read to tell their feelings and how they will react. It's a fascinating concept, and one which makes *Premier Manager 2002* rather more human than the faceless juggling of numbers which many other management games involve. It's not all meetings though – an important part of the game yes – but they can always be skipped (although this can annoy your staff if you constantly skip meetings!), allowing you to then concentrate on managing you squad at match day.

"what's interesting here is the emotive aspect"

12 : 00
01/07/2001
Secretary : Hello, I am your secretary. I will look after your schedule of meetings.
Great. Nice to meet you. I think I know what I am doing.

▲ Nice pair of er... pictures there

12 : 00
01/07/2001
Press : Oh, just a quick question and answer session about your new job.
I am not interested in talking to the press.

▲ No pictures, you paparazzi scum!

Emotion engine

The matches themselves are played on a pseudo-isometric 2D pitch, and at certain key moments the action is displayed as a 3D FIFA-like highlight. Although needing some work in order to make them a little more atmospheric, there are 350 of these covering every conceivable goal, foul and save. Of course, you are able to make the usual plethora of decisions from the dugout.

There's some way to go yet, but if you're a fan of this genre of game, watch this space – *Premier Manager 2002* could be different enough to be a resounding success. PS2

EARLY VERDICT

FOR

- Interesting approach to the genre
- Comprehensive, but not mind-numbing

AGAINST

- 3D highlights look somewhat shoddy
- Endless meetings can be a little boring

PS2 "The novel approach could make management more interesting."

WORLD CUP SPECIAL

PS2 REVIEW

PUBLISHER **EA** SPORTS ■ DEVELOPER **EA SPORTS** ■ OUT **NOW** ■ PRICE **£44.99**

▲ The Italian Stallions protect their ponies

2002 FIFA WORLD CUP

Regardless of which team wins the real thing, you can put together your own World Cup thanks to EA's latest offering. We threw the coin, won, and chose to kick-off.

> WORDS BY JOHN FRANKS

FIRST TIP

Look out for your players running into the box. A well-timed pass can split the defence wide open. I should know, the computer's done it to me often enough.

158kb

For a long time, EA's FIFA series wasn't really famous for good gameplay but for tons of statistics, accuracy and nice graphics. Over the last couple of years this has changed dramatically and EA has learnt from its mistakes and managed to push the FIFA series to the top of the football games league. The World Cup games that EA squeezes in between the yearly updates are demanded to offer the excitement the real World Cup has and despite the not-so-well-received World Game four years ago, the *2002 FIFA World Cup* for PlayStation2 is of completely different nature. As a matter of fact, it's outstandingly good.

Welcome to Korea and Japan

When I saw the intro-sequence of the game for the first time, I thought: "An orchestral music score? Wow!" and the surprises kept coming. I must admit that I'm not the extreme hardcore die hard football fan but I have always followed the FIFA series over the years. With *FIFA World Cup* EA has come with a few fine additions in the gameplay area which truly shine. As you can imagine though, the gameplay modes can't match the variety of the normal FIFA series, which is also its biggest weakness. A friendly match or the World Cup tournament will have to do in this instalment. In friendly mode you can pick any two teams and directly head into the match. It's clear that this game isn't aimed at owners of FIFA 2002.

The World Cup mode is not any more complicated as far as settings are concerned as you can skip statistics or team rosters if you like. Fans of tactics can alter those in the team management section, just like in the previous games. The new elements really only come to surface in the game itself. The passing system has been reworked since 2001 and a so called "run indicator" shows you now where your players intend to run. Depending on those indicators you can see who would be best to pass the ball to. You also can see the opponent team's run indicators which helps

SPHERIKS

The World Cup has its mascots and they're named Spheriks. In the bonus features section of the game you even find TV shows telling their adventures. FIFA has created the series to run in tandem with the World Cup. Load of balls if you ask us.

▲ "Everybody pretend you're a tree, growing in spring..."

▲ The purple terrorist tried to go unnoticed

you spot planned moves from the opponent team. To make it a bit tougher, you can switch off those indicators in the options as well as adjust player boosts, special abilities or the artificial intelligence itself.

Big brother is watching you

Other elements retained from 2002 fall in the category of automation. For example once you're used to the controls and start scoring goals, there will be a window that pops up saying that you seem to have mastered the beginner level and would you like to change to the amateur level to make it more challenging. Or, when you have an injured player, the computer will tell you that you've three players as substitutes for Mr.Beckham and it even makes a suggestion who of the three available ones you should pick, most likely due to their stats. Controls are pretty much the same as in the previous games with X for passing, O for shooting, triangle for sprints and the square button for lobs. The AI gets tougher with the difficulty setting and it really gives you a hard time to win later on especially if you do well at first. When I played it for the first time, I won the World Cup with Senegal and beat teams like France, England and Brazil on my way to the finals. But that was amateur level. Later on it gets way tougher, and that's how it should be. Winning the World Cup with a team unlocks further teams such as All-Star teams in the friendly mode.

> "now THAT is what I call atmosphere"

Now, what really blew me away was the whole presentation thrown into the mix with the overall convincing gameplay. And I can truly say this game has the best-ever stadium atmosphere I've ever seen in a football game. Even subtle effects like the fade-in of replays have been done amazingly and a system named World Cup Moments shows highlights right when they happen, such as when you hit the post, score a goal or miss a shot. Add a terrifically pompous orchestral music score by the Vancouver Symphony to the top-notch presentation and you're in for a treat. Imagine the following scene: A player scores a goal, the camera zooms in on him while victorious orchestral themes start playing. You see the player forming a fist in slow motion, raising it slowly to the sky. The camera pans around him with the music building up to a climax with the player thrusting his fist into the air, the crowd going nuts and you a confetti fountain exploding in the background with glittery pieces, slow motion pictures and incredible music. Now THAT is what I call atmosphere. Generally animations look impressive. Players stumble, try to keep others at distance, or roll over when they trip and fall. The graphics are generally more colourful with coloured flags hanging in the stadiums, spotlights lighting up the stadiums and the mascots standing at the side of the field.

This game is the best thing next to the real thing. And with that I close with John "Motty" Motson's words from the bonus features section, "Come on England, fulfil your potential before I retire!" PS2

VERDICT

ALTERNATIVES

FIFA 2002 (Issue 11, 8/10)
Pro Evolution Soccer (Issue 14, 9/10)

LONGEVITY

Less than Fifa 2002 due to reduced game modes. But it will always be good for playing against friends after watching the real World Cup.

FOR

- The atmosphere is incredible
- Passing-system is easy to access
- Excellent music and sound effects
- Adjustable AI lets you tweak the game to your liking

AGAINST

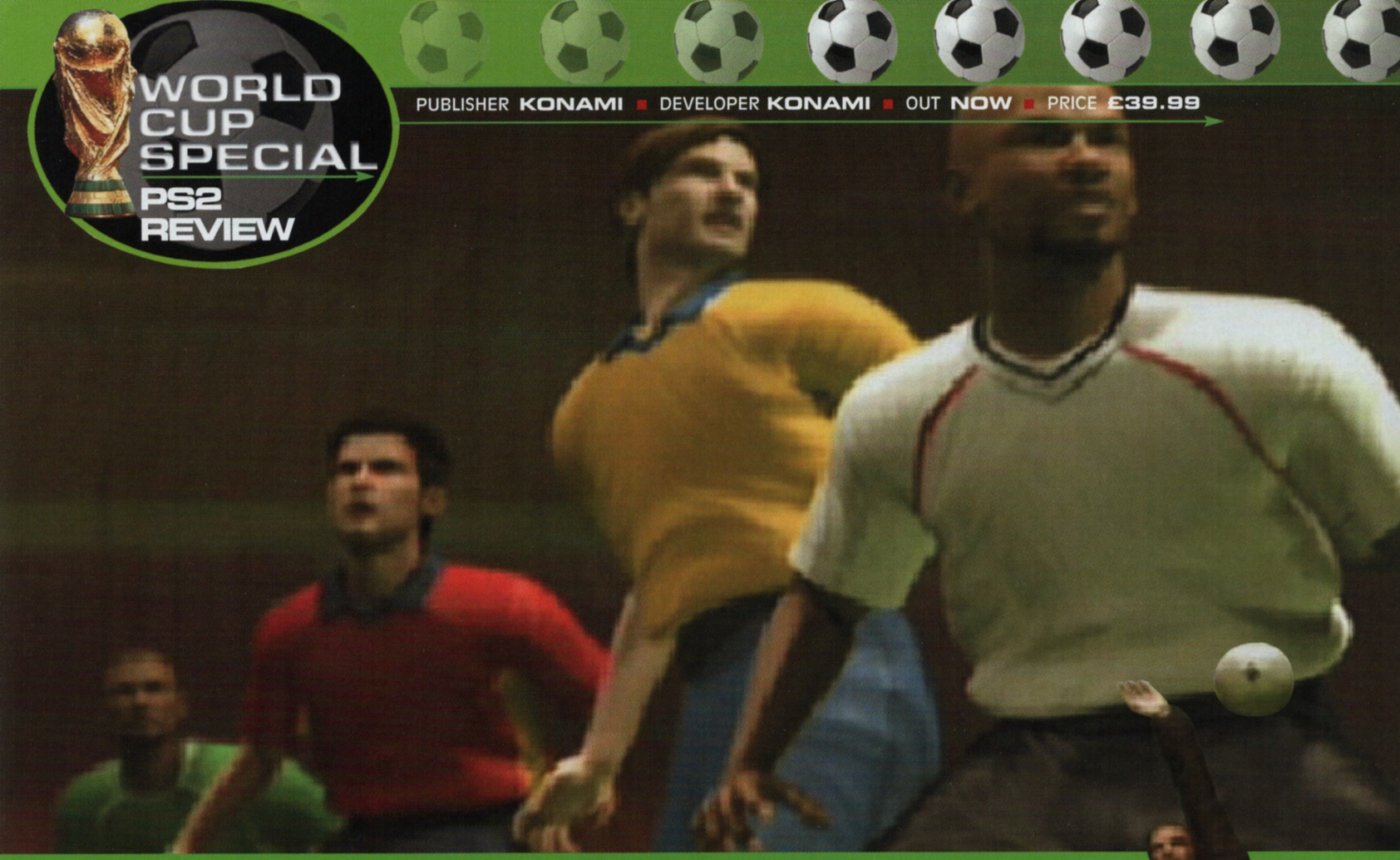
- Less game modes
- You only pay for the World Cup setting really
- England is unlikely to win the World Cup. C'mon, let's face it...

PS2 **8** "More spectacular, but there's less of it."

WORLD CUP SPECIAL

PS2 REVIEW

PUBLISHER **KONAMI** ■ DEVELOPER **KONAMI** ■ OUT **NOW** ■ PRICE **£39.99**



INTERNATIONAL SUPERSTAR SOCCER 2

PSi-2, the battle-scarred hard-tackling midfielder, is ready for action. As soon as the beer's finished...

WORDS BY DALE WILKS

FIRST TIP

The key to getting the ball upfield is passing it around (apart from hoofing it from defence), as the opposing players seem to quickly block players who try running with the ball, and steal it from their feet.

125kb

Another month, another football game. A curious release this, coming from Konami, who also brought us the sublime Pro Evolution Soccer. Either the chaps at Konami feel that the release of *ISS2* will complement this game, or that Pro Evolution has passed its sell by date – I'm not sure which, but it's nice to have the choice I guess.

ISS2 comes from Konami's Osaka team, KCEO. This is the same team responsible for the previous ISS offering, and not to be confused with Tokyo-based KCET, responsible for Pro Evolution.

It's nice to see that *ISS2* has a dramatically improved front end, not only suitably flashy but easy to understand – one problem I had with the prequel is that the menus were awfully hard to follow – typical of a game that has a Japanese upbringing. I don't know if you've noticed this, but our eastern friends tend to favour the circle button as their 'select' button – we go for the X button by default over here; this is evident in *ISS2*, but it's no big problem. As I was saying, from the menu you've got the option of either a friendly game, a world league, a couple of cup ties (including one which might as well be the European Cup), and a custom league. All international teams of course, and Konami has the FIFPro license which means that real players and their

BECKHAM - SPURRED ON

Indeed he might be, but I wonder if you know (I certainly didn't) that at a young age he attended Tottenham Hotspur's school of excellence? Dammit! This is the kid who then went on to be offered a hundred grand a week to stay at Manchester! (Yes, you did read that right!) Damn, I knew I should have been a footballer... It was only lack of talent or ability that stopped me.

likenesses can be used in the game. One beef I have though is some players are named 'Beckham', 'Gerrard', 'Heskey' and so on, but then we have 'Ashley Cole' – couldn't the full name be used for all the players?

All the usual options present themselves before you get on the pitch – you can change formation, change your squad etc. Nothing unusual there. Once the game starts, it's evident that the graphics are top notch, certainly of a higher standard than the first *ISS*. Plenty of atmosphere is generated as the teams come out of the tunnel with their countries' flags, and proceed to toss a coin to decide which end they'll play. All this is voiced over by John Champion and Mark Lawrenson, who do a fine job of providing commentary during the game.

▲ Thinking about poetry and football isn't easy

Offside

However, I really wasn't impressed by the game itself. The four main joypad buttons are used for lob, pass, shoot and through ball, and the shoulder buttons are used for bending the ball and for sprinting. The game seems to be lacking the moves that make football games exciting to play – where are the one-two moves, the trick plays, the analogue kick variation? FIFA seems infinitely more advanced already, and FIFA World Cup is on the way. *ISS2* also features a corner kick system often deployed in golf games – a strength/accuracy meter, which is something I don't get on with at all.

There are some nice little 'cut scenes' which intersperse the action such as players jostling for position before a corner, and the linesman signalling a pending substitution. I just wish KCEO had had a good look at the competition before producing ISS2 though, and then maybe they'd have concentrated more on the actual gameplay rather than just lots of graphical flamboyance.

> "it's evident that the graphics are top notch"

▲ "Behind you!"

Unfortunately for *ISS2* there are at least two blinding football games available for the PS2 already, and to really stand out it has to surpass the standards set by FIFA 2002 and Pro Evolution Soccer. *ISS2* is really the bimbo of the bunch though, and although pleasant aesthetics may attract the more shallow fan, they will soon find that the expected depth and flexibility is only available elsewhere. A missed opportunity, then. PS2

WORLD CUP CRAP

Perhaps the biggest travesty in computer football games happened in 1986 when US Gold acquired the licence to produce the only official 8-bit game based on the Mexico World Cup Finals. For £9.95, you got a wall chart, a sew-on badge, a poster and self-adhesive flags. Oh yes, and a game, which happened to be a rehash of the two-year old Arctic World Cup...it was crap.

VERDICT

ALTERNATIVES

FIFA 2002 (Issue 11, 8/10)
Pro Evolution Soccer (Issue 14, 9/10)

LONGEVITY

To be honest, I'd get bored even before playing all the competitions through. Been there, done that - next!

FOR

- Sweet graphics
- Top commentary

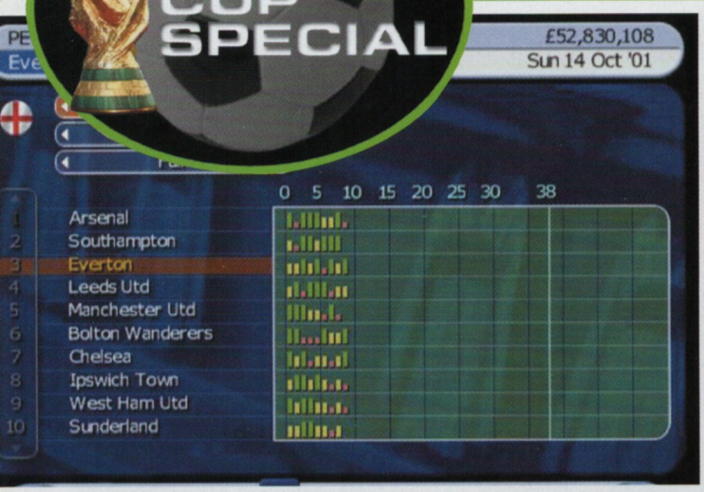
AGAINST

- Simplistic

PS2 **7**

"Not a bad game, but unexciting and way too simplistic"

PUBLISHER **CODEMASTERS** ■ DEVELOPER **CODEMASTERS** ■ OUT **NOW** ■ PRICE **£39.99**



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6 Sunderland 8 4 2 2 10 9 +1 14
7 Charlton Athletic 8 4 2 2 13 14 -1 14
8 Tottenham Hotspur 8 3 3 2 10 7 +3 12
9 Middlesbrough 7 3 3 1 7 5 +2 12
10 West Ham Utd 8 2 4 2 9 9 +0 10
Information : League Table

LMA MANAGER 2002

PSi-2 dons its sheepskin coat, grabs a nearby blonde and demands that everyone calls it 'boss' or 'guvnor'.

WORDS BY DALE WILKS

Challenges
Objective
At the end of the season your team is challenging for the league title, Nationwide and the European Cup. Can you win all three?
Duration
Total Games
England
Final Countdown
One Player: Final Countdown
Speed Play: Off

Well this is the second footie management game I've played this month – typical. Just like waiting for a bus, except, er, games aren't methods of transport. I wasn't waiting for them either. OK, let's forget that then.

LMA Manager is here in its 2002 guise, especially developed for the PS2, and looking quite spanky it is too. The latest version has a host of new additions actually, and the developers were able to also benefit from the increase in available memory – through clever memory management, they've been able to eliminate nearly all in-game loading. Perhaps the most impressive improvement though is the sheer scale of what's on offer – *LMA 2002* is the first pan-European management game on the PS2, meaning that you can take control over any of the English, Scottish, German, Spanish or French football clubs – that's over 722 clubs and more than 17000 players! It's impressive stuff. Even more impressive when you realise that each country's games run concurrently.

If you're a newcomer it very easy to get into *LMA*. At the main menu screen you can opt for a full game or one of eight short-term challenges, and you can choose to start with a full compliment of staff or not, whichever you prefer. If you read my preview you'll remember I commented on the timer which speeds play – you can turn this feature off if you like (and I did so). You can also choose the 'quick start' feature, which will start you at your first competitive game of the season – the pre-season stuff is useful though if you want to give your chosen team the best chance of success. Into the main game then, and the interface is attractive and easy to follow, with plenty of on-screen help if you need it.

Vote of confidence

Most of the management options will be familiar to management aficionados; you can design a new stand (or stadium, if you've got the cash!), scout/buy/sell players, look for sponsors, set training schedules, check your laptop for messages, hire/fire staff, etc, etc. One thing I hadn't seen before is the 'star squad' feature, which picks the best squad of players from your division based on your current formation, and it's up to you to acquire these players, if you like. When match day comes around, the game is depicted in 3D; I can honestly say that *LMA 2002* boasts the best match view I've seen of any football management game. After-match highlights are then mulled over by Gary Lineker and Alan Hansen. This is all very television-like, and vastly improved over *LMA 2001*.

▲ When Huddersfield went to Europe

FIRST TIP

Keep a watchful eye on the training of your squad – if your coach reports that one of your players has been performing below average, get him out of the first team and look at his status – if he's not in a good mood, look to sell him.

> "especially developed for the PS2, and looking quite spanky it is too"

ONLINE MANAGER

Fancy trying this football management lark for free? Get online and point your browser at http://www.nisports.com/ – you can have a go at Sky's Football Manager for nothing, against other wannabe managers.

SIR FERGIE

Born in 1942, Alexander Chapman Ferguson succeeded 'Big' Ron Atkinson at Manchester United in 1986. He has won the 'Manager of The Year' title several times, and in 1999 became the first working football manager to be knighted. No doubt worth a few bob, too. Git.

LMA Manager 2002 caters for a niche market, but it's a market in which someone is about to erect a new stall and start shouting its wares to attract punters. *Premier Manager 2002* is the new face on the street, but despite being a crowd puller in its own right, LMA has a much bigger stall, and flashing lights around it at that. Of course, this doesn't necessarily make LMA the better game, but if I were looking for a football management game right now, the 17,000 players from right across Europe, the top notch action sequences and the League Managers Association's stamp of approval would win it for me. PS2

> "a full game or one of eight short-term challenges"

▲ You can see then results of every game across Europe

▲ Tour the stadia and view the teams

▲ Select a strip

VERDICT

ALTERNATIVES

Ferguson's Player Manager 2001 (Issue 12, 8/10)
Premier Manager 2002 (Coming soon)

LONGEVITY

It'll keep you busy for a long, long time, fact fans.

FOR

- Unprecedented scale
- Tremendous match graphics
- Big name commentary

AGAINST

- This won't convert action fans to the delights of footy management

PS2 **8** "Huge, and packed with official facts and figures. Looks great, too."

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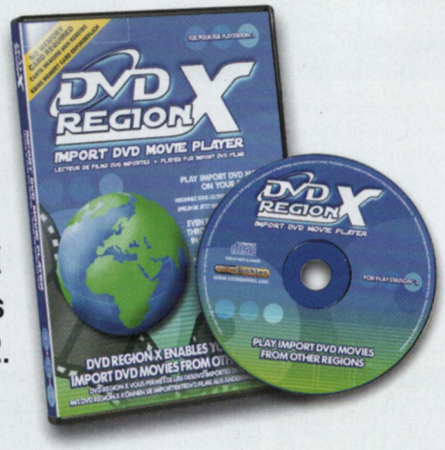

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PUBLISHER **MIDWAY** ■ DEVELOPER **MIDWAY** ■ OUT **MAY 17** ■ PRICE **£39.99**

RED CARD SOCCER

▲ Another conservative tackle

Ever dreamt of punching the referee without getting a red card? Who hasn't? But now we'll get to do it without fear of a lifetime ban from the local park.

> WORDS BY JOHN FRANKS

With the nation about go football crazy very soon, (apparently there's some tournament going on way over in China or somewhere) the football games start rolling in for our review-section. 2002 Fifa World Cup, ISS 2 and now *Red Card Soccer* from Midway all try to benefit from all the hype this small tournament apparently generates. (This tournament is so far away that England are only planning to stay for three games so they can get the players back in time for the start of the Premiership. Don't believe me? You just watch, mate...)

Midway is avoiding the officially licensed simulation route; *Red Card Soccer* is a completely arcade-like game. Choose an international team and dive into a "friendly" match or head into a World Conquest mode where you have to defeat a number of teams on each continent. This is where the meat of the game is and it will keep you busy for a long time as there are around 40 teams to beat, including fantasy teams such as a team with dolphins as players or a SWAT team. Needless to say, a dolphin performing a tackle looks outright hilarious.

Red mist

In defence you can perform rude tackles that would make even Duschler cringe, or normal tackles or even punches. Then there's the turbo button that speeds up players to the point where they leave burning footsteps in the grass. The boost button (L2) is for special moves in both defence and attack. In defence you can perform flying kicks to knock out other players or, it can create a special shot. Get it right and the camera zooms in on the player, the movements slow down Matrix-style, the player jumps in the air and then fires a burning ball towards the goalie leaving a smoke trail. Sometimes the goalie catches the ball but it can also happen that the goalie flies into the goal backwards along with the ball. These shots include hilarious back flips and the like. Similar moves can be done during corner kicks for example.

"tackles that would make even Beckham-breaker Duschler cringe"

Red Card Soccer is fun, but it also has its flaws. Presentation isn't anywhere near as good as 2002 Fifa World Cup from EA and the AI is sometimes really annoying, players on your team don't always seem keen to tackle or collect the loose ball. That's plain annoying. In two player mode it's a treat to play but the fun also wears off quite quickly in one player mode. Team customisation options and a decent learning curve round up the package.

Expect this to be a game you'll play every now and then, but never for a very long period of time. PS2

▲ The players are no monkeys. Oh. Yes they are

NHL HITZ

If you're not into football Midway also released an NHL game named NHL Hitz which also allows you to pull off crazy moves. But needless to say: fouling foreigners without being "awarded" with a red card has its appeal, no?

FIRST TIP

Never try to keep the ball for too long because you'll be hacked big time. And push that boost-button whenever you can when you shoot the ball towards the goal.

VERDICT

ALTERNATIVES

2002 Fifa World Cup (This issue, 8/10)
ISS 2 (This issue, 7/10)

LONGEVITY

Unlock teams and stadiums by winning matches in the World Conquest mode.

FOR

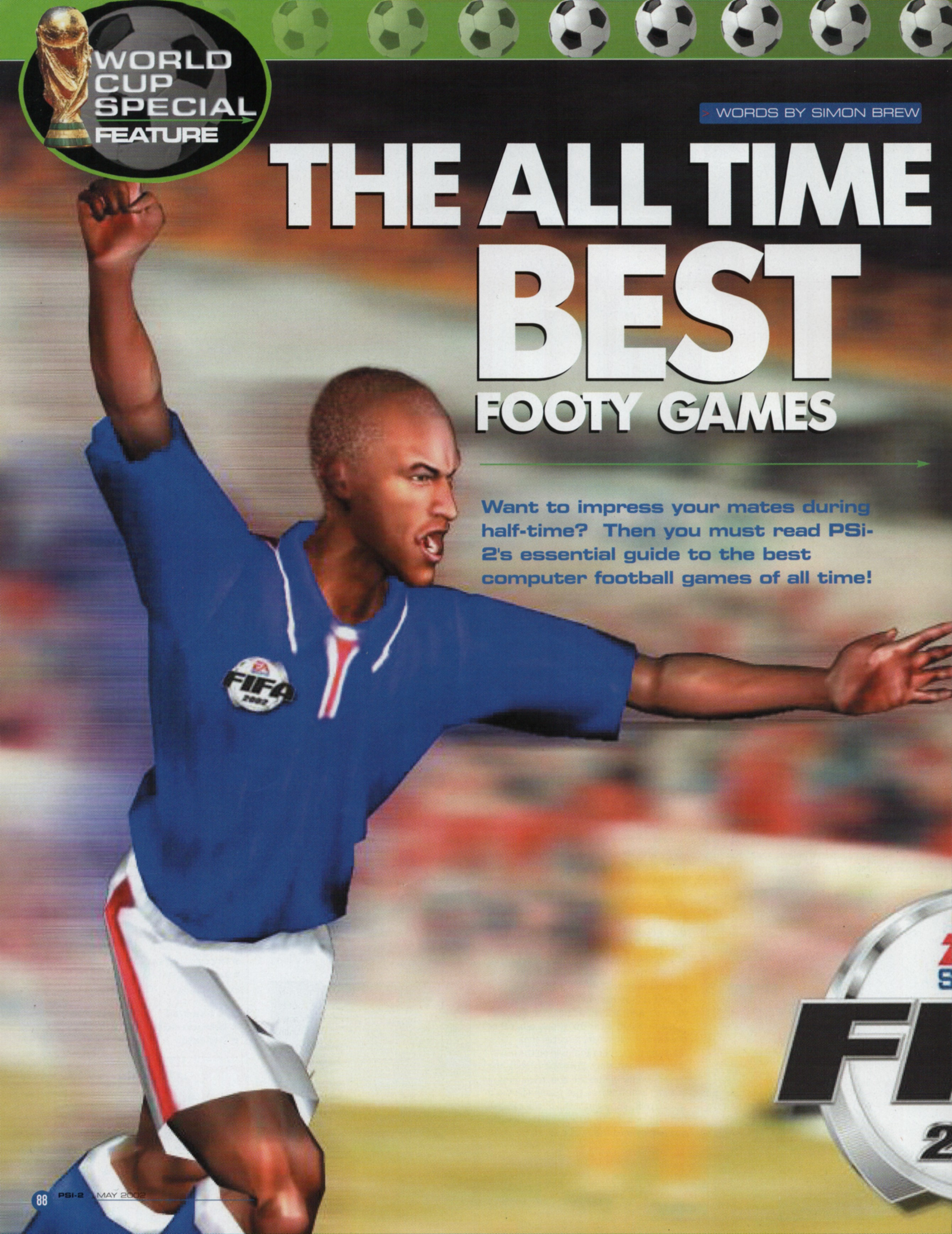
- It can't be denied that it's fun to knock out people on the field
- Some cool special moves
- It's pretty addictive

AGAINST

- The AI is pretty bad
- The fun wears off quickly
- It still has bugs

PS2 **6**

"A fun but flawed game for arcade-fans. No depth here."



> WORDS BY SIMON BREW

THE ALL TIME BEST FOOTY GAMES

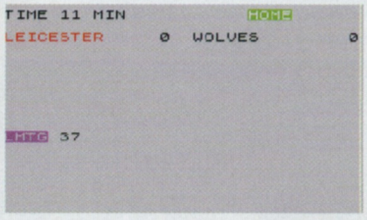
Want to impress your mates during half-time? Then you must read PSi-2's essential guide to the best computer football games of all time!

Football games first hit the big time back in 1982, when a bearded man called Kevin Toms launched arguably the world's first football management game onto the Spectrum (although 'Champs' on the old Dragon 32 is one that runs it close). Tagged with a title Ronseal-esque in its simplicity, 'Football Manager' sold quickly, established Toms as one of the few programmers to consistently stick their mug on the front of the box, and inspired a couple of sequels many years later. Sadly, in this scribe's opinion at least, Football Manager is, was and always has been rubbish (an FA Cup win the first time you play the game just one of the many faults). Nonetheless, it blazed a trail for every football management game to come, so we may as well start there.

The early 80s were the years when games were created in bedrooms across the country, and quickly footy management games sprung up. Titles such as The Boss (later republished as Soccer Boss), Football Masters, The Double and Football Director had various strengths amongst them, but each betrayed in some way the development approach (we'll leave you to argue whether that's a good or bad thing). These titles populated the likes of the Spectrum, Commodore 64 and Amstrad CPC, with the highlights of the 8-bit era being titles such as Goliath Games' Track Suit Manager and CRL's Professional Soccer. A special mention though for Brian Clough's Football Fortunes, a game that cunningly combined a board game and a computerised soccer management title. Sadly though, it was crap, so perhaps it's time to move on.

Kevin Toms and his infamous beard.

The Please Wait sign was the scourge of early management sims.



Yup, this really was how footy management games used to look.

Sixteen Bits

And move on we do through to the 16-bit era, where the Atari ST and Commodore Amiga moved onto the scene. It's worth pointing out that football management games were still quite a way from appearing on a console, with Gremlin's Premier Manager not making its Megadrive debut until the mid-90s. However, the extra processing power of the new generation of computers meant this was an era when the genre came of age. Player Manager was first up, one of the earliest such hits on the ST and Amiga and managing to combine both an excellent action football game (based on the hit game Kick Off, about which you'll read more later) with a passable enough management engine to result in a dangerously addictive all round title. Player Manager wasn't the only marriage of action and management either, with titles such as Manchester United also trying it on and Sensible World of Soccer succeeding (although again, we'll talk about that later).

However, at this point – in 1992 – two new management games were released. Graham Taylor endorsed one, and Championship Manager was the other. Taylor's title was a strong mixture of statistics with the chance to view the on screen action and thus make realistic tactical changes that you could see realised in front of your very eyes. Championship Manager was a slow (and at this stage it was v-e-r-y slow) statistically heavy game which had glimpses of brilliance but required a lot of patience to play. In the charts, it was CM that championed, building up a groundswell of support and ultimately paving the way for a special Championship Manager '93, which corrected a lot of the initial faults and effectively turned the game into a franchise that's now – rightly – become the biggest football management game in the world. Incidentally, only last year the CM brand made it away from PCs, with Championship Manager Quiz on PSone, and now a version of the management game making it to Xbox. Around the same time, we also met Premier Manager for the first time, on its way to spawning many sequels that are still being churned out today, and then there were the short running Ultimate Soccer Manager and On The Ball franchises. The latter was the most

interesting, replacing statistics with a more human feel, although sadly it never quite managed to pull it off. A brave effort though.

From roughly this point on though, Championship Manager dominated the computing football management scene, and save for a couple of innovative efforts such as the online games PlayAsManager and Sky Sports Football Manager, it's still some way from being threatened.

On consoles though, the story is different. Original PlayStation owners lapped up the Premier Manager and subsequently Player Manager games that were released, but finally got a real treat when Codemasters unveiled LMA Manager for the first time. It wisely didn't attempt to tackle Championship Manager, instead mixing up a strong management engine and a worthwhile action screen to make a quality game in its own right.

FAMOUS FACES

Believe it or not, every single one of these has had a football game in their name. Read and weep!

Gazza (twice), Gary Lineker (twice), Leeds United, Liverpool, Manchester United (four times), John Barnes, Emlyn Hughes (twice), Peter Shilton, Roy of the Rovers, Brian Clough, Jimmy Greaves, Ian St John, Kevin Keegan, Peter Beardsley, Michael Owen, David Beckham, Graham Taylor, Kenny Dalglish, Graeme Souness, Wembley and, er, Chris Kamara.

Down To Action

The action game arena over the years, if anything, has been even more competitive. Things got off to a sloppy start with World Cup on the Spectrum, with Arctic Software's game effectively released again as World Cup Carnival to a switchboard full of complaints four years' later. However, there was an early hit in the form of Match Day, which along with its subsequent sequel delivered very addictive side on football action. Once that was released, there was a long wait for another such classic to appear, with the gap filled by the likes of the crap Super Soccer, the novelty of Footballer of the Year and the piss poor Gary Lineker's Superstar Soccer.

However, as the 80s wore on, Commodore 64 owners felt the benefit of Sensible Software's first ever football game, Microprose Soccer. An 8-bit classic that lost all its charms when translated to any other format, the game was arguably the last great 8-bit football game (although Adidas Championship Soccer on the Spectrum wasn't bad), as the 16-bit era would fairly instantly spark a brand new huge football hit. It's name was Kick Off, a top down footy title, which despite criticisms to this day that it felt more like pinball than football, won a very large audience, and was subsequently followed by the excellent Kick Off 2, and numerous add on disks which added very little. And in between versions one and two was Player Manager, to this day one of the very few games that successfully managed to blend a decent management game with the chance to join in with the action. Sadly, subsequent Player Manager and Kick Off sequels haven't been as good, mind you. The 16-bit era then added very little for some time to footie games, with consoles getting tired World Cup and European Championship tie ins, and computers witnessing the birth of Rage's Striker series, but not a lot else – at least until Sensible Soccer came back on the scene.

GOT THE MOTION?

At some point, along with getting popular songs to play over menus, some bright spark had the idea that player animations in footy games would be all the better if you covered a professional footballer with ping pong balls. Naturally, this is all in the name of suffering for the art, as the end effect is that some smart arse computer can accurately model player movements and incorporate them into their animated counterparts. Note to PR people though – it was interesting the first time we heard about it, but it ain't any more.

▲ The quality of the Kick Off franchise has varied from flat out brilliant to downright awful

▲ LiberoGrande tried to do something different – put you in control of just one player. Didn't work very well, though

Captains Sensible

Already renowned for it's Microprose Soccer, Sensible's Sensible Soccer was arguably a far more user friendly version of Kick Off, and when one or two bugs had been ironed out for later releases, it became a flat out classic. Sensible World of Soccer in particular, which bolted a management section into the game, is one of the greatest football games of all time, full stop.

Now you may think this had all been a bit biased towards computers so far, and that console footie details have been deliberately ignored. Rest assured they haven't, it's just the vast majority were forgettable and we've only got a finite word limit to play with. Arguably the most significant movement in football games though arrived on the Megadrive during the early 90s, and thus changed the genre forever. FIFA International Soccer from EA Sports took – at the time – an untraditional viewpoint and better than average graphics to represent the sport, and whilst the game was flawed, it looked damn good in the window of Dixons and sold by the shedload.

At the time, EA's goldmine on the Megadrive had been the likes of Desert Strike and its sequels, and the Madden games. FIFA really kicked the EA Sports brand off over here though, and soon enough they were churning out the annual updates we're now oh-so-used to. FIFA was never a classic game, although around FIFA 98-99 it really pushed gameplay forward, but it was a huge money spinner beyond any football game before it, and it attracted many new faces to the field. It also introduced match commentary, instantly addressing the ongoing problem of piss-poor sound accompanying football games.

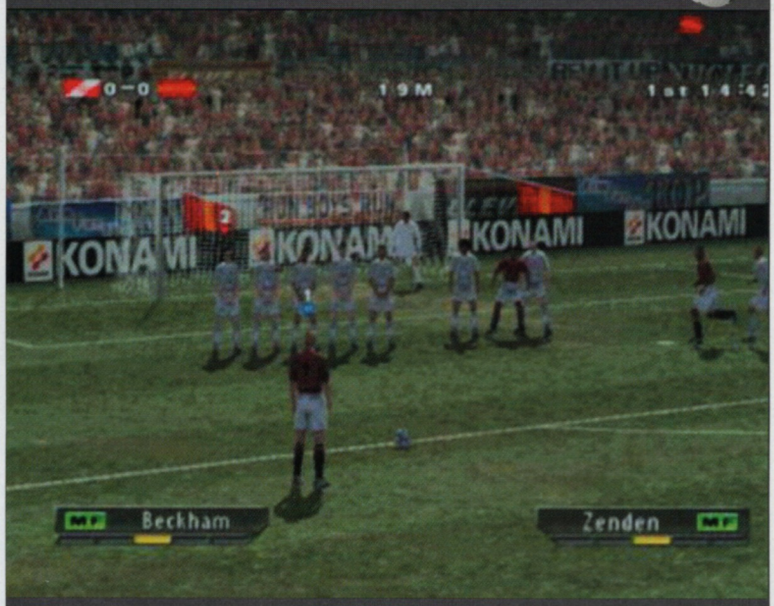
Among the pretenders to the throne that came along was Gremlin with its Actua Soccer franchise (which wasn't bad, but simply wasn't good enough), Silicon Dreams with its World League Soccer and subsequent UEFA Champions League games (which are underrated, but again not that close to the top of the league) and Konami with the ISS titles. And it was the latter series of titles that really raised the stakes gameplay wise.

It's a constant source of despair to many footy game fans that FIFA titles routinely outsell ISS games, when for the most part Konami's titles are a stunning blend of tactical possibilities with sublime gameplay. There's confusion though, for two development teams work on the franchise, with KCET's games (ISS Pro Evolution etc) notably better than KCEO's (ISS and ISS 2). The difference between the two developers was formalised when ISS Pro Evolution became Pro Evolution Soccer on the PS2, and it's that title which currently leads the Premier League of action football games by some way. Despite the best efforts of contenders like This Is Football and FIFA, that's just the way it is.

Before we sign off, in case you're in any doubt as to the power of a football game, consider this: at no point during its lifespan did the Dreamcast have a great football game, lacking even a conversion of FIFA or EA's Premier League ALL Stars. And whilst that's not the only reason for its failure, we can't be the only ones to suspect that Sega may have had it a bit easier had it had more than UEFA Dream Soccer to play around with. PS2

▲ The FIFA series has pushed the multimedia possibilities of footy games, but even the latest iteration doesn't go far enough for Pro Evolution Soccer fans to change allegiances

TEN OF THE BEST



▲ The greatest action footy game of all time. And it's on the PS2

GAME	CONSOLE
Championship Manager Series	PC
LMA Manager Series	PSOne/PS2
Player Manager	Amiga/ST
Pro Evolution Soccer	PS2
Kick Off 2	Amiga/ST
Sensible World of Soccer	Amiga
Match Day 1 & 2	Spectrum/C64/Amstrad
Microprose Soccer	C64
FIFA 98	Playstation/PC
ISS Pro Evolution 2	PSone

FIVE OF THE WORST

▲ Don't be fooled by the looks – 90 Minutes is arguably the worst football game to ever hit a next gen console

GAME	CONSOLE
Peter Shilton's Handball Maradonna	Spectrum
World Cup Carnival	Spectrum/C64
Saint and Greavsie	Spectrum/C64/Amstrad
Kick Off 96	Amiga
90 Minutes	Dreamcast

98% PS2 INTERACTIVE MAGAZINE

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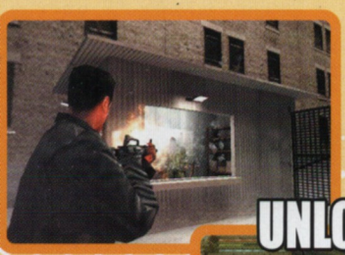

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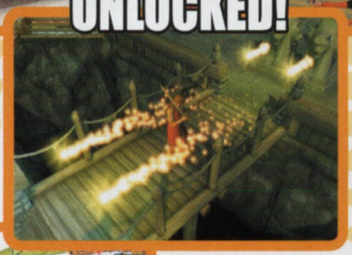

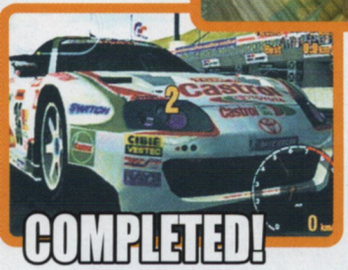

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PS2 REVIEW INDEX

The guide to all the PS2 games, both UK and imported, that PSi-2 has reviewed.

KEY

- Action
- Adventure
- Fighting
- First-person shooter
- Platform
- Puzzle
- Racing
- RPG
- Shoot 'em-up
- Simulation
- Sports
- Strategy

game title · publisher · issue · score

7 Blades — Konami — 16 — 6/10

Click your brain onto the 'drone' setting and bludgeon, shoot and hack your cares away

flag · genre · info

123... >

007: Agent Under Fire — EA — 16 — 6/10
Three games in one Mr. Bond, shooting, driving and more shooting. Not great alas.

18 Wheeler Pro American Trucker — Acclaim — 15 — 5/10
Immaculate arcade conversion makes a short dull game. Parking challenges are fun.

4x4 Evolution — Take 2 — 7 — 6/10
So so racing game with nice tracks but poor multiplayer racing.

7 Blades — Konami — 13 — 6/10
Click your brain onto the 'drone' setting and bludgeon, shoot and hack your cares away.

A >

Ace Combat 4 — Namco — 14 — 6/10
Great looking but repetitive air combat title with GT3 element of buying and collecting.

Age of Empires II — Konami — 14 — 5/10
The classic PC strategy game gets a faithful, worthy and old-fashioned conversion.

Airblade — SCEE — 14 — 8/10
Unique and rather tasty extreme sports fun. Top graphics and complex gameplay.

Alex Ferguson's Player Manager 2001 — 3DO — 12 — 8/10
Involving, deep, realistic and ultimately competitive. Winning combination.

All-Star Baseball 2002 — Acclaim — 7 — 7/10
Stat-heavy basketball sim with great player graphics but nothing genre-busting.

All Star Pro Wrestling — Squaresoft — 2 — 6/10
Japanese wrestle-fest that is too slow to make the best of arenas and wrestlers.

Alone in the Dark: The New Nightmare — Infogrames — 15 — 7/10
Action adventure with ghosts and gore but no different to (cheaper) PSone version.

Ape Escape 2001 — SCEI — 12 — 7/10
Use a vacuum cleaner to collect the monkey's pants. Barking mad.

Aqua Aqua Wetrix 2 — SCI — 4 — 5/10
Build the walls to stop the water running away. OK but soon gets boring.

Arctic Thunder — Midway — 15 — 3/10
Lousy snowmobile racer. One biggest wasted opportunities on the PS2.

Armoured Core 2 — Crave — 1 — 7/10
Huge robots go head to head with some great weapons. Awkward controls sadly.

Army Men: Air Attack 2 — 3DO — 8 — 5/10
Helicopter blasting drags on the franchise that won't go away.

Army Men Air Attack: Blade's Revenge — 3DO — 9 — 5/10
More helicopters and plastic toys. Life's too short to play more than one of these games.

Army Men: Sarge's Heroes 2 — 3DO — 8 — 4/10
Uninspired toytown nonsense that looked dated on the PSone.

ATV Offroad Fury — SCE US — 6 — 7/10
Popular bit of racing action from the good fellas at Rainbow Studios.

B >

Baki the Grappler — Tomy Ent. — 6 — 3/10
Japanese fighting curiosity with a "decide your own moves" mode.

Baldur's Gate: Dark Alliance — Interplay — 13 — 9/10
top class hack and slash action, underpinned by D&D rules, with sumptuous looks.

Bass Strike — THQ — 16 — 7/10
Detailed fishing game for angling enthusiasts. Easy to take the piss.

Batman: Vengeance — Ubi Soft — 15 — 7/10
Whole world of Batman recreated in slight flawed action game.

Battle Gear 2 — Taito — 9 — 5/10
Simplistic and underexplored racing game that tries too hard to be GT3 and fails.

Blood Omen 2 — Eidos — 19 — 7/10
Gore-tastic fun in a medieval world. Old fashioned gameplay.

Bloody Roar 3 — Virgin Interactive — 9 — 8/10
Fun 3D fighting game with hidden beasts and some wolves too. Satisfying.

Bomberman Kart — Hudson Soft — 17 — 9/10
Arguably the best non-Mario kart game and a multiplayer beauty.

Bravo Music — THQ — 16 — 6/10
Classical-conducting bemani fun with wacky characters and settings.

Burnout — Acclaim — 14 — 8/10
Stylish racing game - weave in and out of oncoming traffic to win. Adrenaline heavy.

Bust A Move: Dance Summit 2001 — Enix — 7 — 4/10
Brief and mildly enjoyable dancing game. One for the real enthusiast only.

C >

Capcom Vs. SNK 2 — Capcom — 15 — 7/10
The second finest 2D fighting game you'll ever lay your hands on. Old school.

C.A.R.T. Fury — Midway — 10 — 6/10
Enjoyable racing title that mixes real drivers and vehicles with fantasy power-ups.

Centre Court Hardhitter — Midas — 17 — 5/10
Limited tennis game with very little charisma.

Choro Q HG — Takara — 7 — 4/10
Known in the UK as Penny Racers. A very slow GT3 rip-off with deformed cars. Quite.

DEUS EX
Not the prettiest game but it's got great gameplay.

City Crisis — Take 2 — 11 — 7/10
Fly your chopper around the place to rescue the helpless and put out fires.

Cool Boarders Code Alien — Sony — 9 — 2/10
speedy but virtually unplayable snowboarding game. Just don't do it.

Crash Bandicoot: The Wrath of Cortex — Vivendi/Universal — 14 — 8/10
A goofy game for gooning dog fans but the public has moved on and left Crash behind.

Crazy Taxi — Acclaim — 8 — 8/10
Pick up fares, drive like a lunatic and work like mad in this arcade conversion.

Cricket 2002 — EA Sports — 18 — 8/10
Believable and compelling recreation of a complex sport.

D >

Dark Angel: Vampire Apocalypse — Metropolis Digital — 13 — 4/10
Never really succeeded as a game, plenty of enemies but graphically poor.

Dark Cloud — Sony — 10 — 9/10
Deep, engrossing RPG. Superb characters, village-building and great combat.

Dark Summit — THQ — 18 — 7/10
Curiously entertaining storybased extreme sports.

Dead or Alive 2 — Tecmo — 1 — 8/10
Panty-flashing fighting game that titilates and delivers a good solid scrap.

Deus Ex: The Conspiracy — Eidos — 19 — 8/10
Clever, huge, and gripping RPG/FPS hybrid with freeform gameplay.

Devil May Cry — Capcom — 13 — 8/10
Awesome visuals, hectic gunplay and top class entertainment. Uk version slower.

Disney's Dinosaur — Ubi Soft — 4 — 6/10
Movie-based action adventure that just does its thing and not much else.

Donald Duck Quack Attack — Ubi Soft — 5 — 7/10
Simple but fun platformer that reminds us what oranges are really for.

Downforce — Virgin Interactive — 19 — 8/10
Super-fast arcade racer with tasty crashes and slick graphics.

DNA — Virgin Int — 15 — 7/10
Lovely bit of cel-shading, puzzling nand bombing from the creators of Bomberman.

Drakan: The Ancient's Gates — SCEE — 18 — 7/10
Vast, ambitious and challenging action-RPG.

Driven — Bam! Ent — 15 — 7/10
Movie-inspired CART racing game that looks nice and moves fast. Try to get in The Zone.

SLED STORM

Borrows heavily from its label-mate SSX Tricky but the addition of engines and some funky tracks sets it apart.

Driving Emotion Type-S
Squaresoft 1 **6/10**

Promising but ultimately flawed driving sim let down by over-sensitive handling.

Dropship: United Peace Force
SCEE 17 **9/10**

Slick action/flight sim with plenty of big thrills.

Dynasty Warriors 2
Midas 3 **6/10**

Gorgeous fighting game with up to 100 enemies on screen at once but too simple.

Dynasty Warriors 3
THQ 19 **7/10**

Smack the crap out of hundreds of opponents in this Feudal beat 'em-up.

E >

EA Sports Rugby
EA Sports 10 **7/10**

Competent but uninvolving Rugby sim. First attempt at what may be long-running series.

Ecco the Dolphin
Sega 16 **6/10**

Patience testing 3D swimming puzzle adventures with clever fish and mammals.

Ephemeral Fantasia
Konami 11 **7/10**

Cliche-ridden RPG that really tries very hard and doesn't do bad. Just not enough.

Escape from Monkey Island
Activision 11 **8/10**

That rare thing: a graphic adventure and it's funny and challenging to boot, me hearties.

ESPN International Winter Sports 2002
Konami 17 **6/10**

Novelty fun with ten different chilling sports. Figure Skating!

ESPN National Hockey Night
Konami 8 **7/10**

:Puckin' good ice hockey action with all the expected thrills and aggravation.

ESPN X Games Skateboarding
Konami 14 **5/10**

+ Three imaginative environments
- Unresponsive controls

ESPN X Games Snowboarding 2002
Konami 18 **6/10**

Nice try but still an average snowboarding game.

Eternal Ring
Ubi Soft 4 **5/10**

First person, narrative heavy RPG that sees you searching for the sacred Eternal Ring.

Evergrace
Ubi Soft 2 **4/10**

First PS2 RPG and all we say is that we are glad they've got a lot better than this.

Eve of Extinction
Eidos 19 **5/10**

Repetitive combat and ropey camera angles hold back this many-weapons brawler.

Extermination
Sony 8 **7/10**

Relentless mutant annihilation with simple controls.

Extreme G3
Acclaim 11 **8/10**

Super fast but incredibly hard futuristic gravity bike race. One for the hardcore.

F >

F1 2001
EA 14 **8/10**

Attractive sim with tight controls. Some feel it falls between the sim and arcade stools.

F1 Championship Season 2000
EA Sports 5 **7/10**

+ Unsurpassed feeling of speed - watch that scenery fly by!

GRAND THEFT AUTO 3

Even after all this time this game is still selling like some particularly warm, sweet buns.

F1 Racing Championship
Video System 6 **5/10**

Summary: Relive the exciting 1999 F1 racing season.

Fantavision
SCEE 2 **6/10**

You've got to light up the sky with fireworks in this pretty puzzle title.

FIFA 2001
EA Sports 3 **6/10**

Updated graphics but not real changes from FIFA 2000 on PSX.

FIFA 2002
EA 11 **8/10**

A FIFA game with intelligence and class it adds depth to its impressive presentation.

Final Fantasy X
Squaresoft 17 **9/10**

The PS2's definitive RPG.

Flying Circus
Syscom 16 **5/10**

Rescue beavers with remote controlled helicopters. Poor graphic, mellow play.

Formula One 2001
SCEE 10 **6/10**

Flawed but worthy F1 simulation that has since been outdone by EA.

Freak Out
Virgin 12 **5/10**

Bizarre tit-twistin game that is clearly an acquired taste. Some people love it.

Frequency
SCEA 17 **8/10**

The best and most addictive Bemani game on the PS2.

Fur Fighters: Viggo's Revenge
Acclaim 9 **7/10**

Cute and cuddly shoot em up where you must rescue the Fur Fighter. Full of life.

G >

G1 Jockey
THQ 19 **4/10**

Horses for courses breeding and gambling simulation.

Gauntlet Dark Legacy
Midway 9 **7/10**

Old school arcade gameplay, enough hacking, slashing and magical stuff to please.

Gift
Cryo 11 **7/10**

Eccentric platform adventures with a chubby red hero. Doesn't push any limits.

Gitaroo Man
THQ 19 **8/10**

Funky J Pop & Rock bemani guitar sim. Sparkly!

GoDai Elemental Force
3DO 18 **4/10**

Poorly implemented ninja beat 'em-up.

Gradius 3&4
Konami 2 **5/10**

old fashioned sideways scrolling shooter for incurable nostalgics. Still tough though.

Grand Theft Auto 3
Rockstar 14 **9/10**

Superb crime simulation with loads to see and do. Humour, violence and fun.

Grandia II
Ubi Soft 19 **5/10**

Messy Dreamcast port but nice battle system.

Gran Turismo 3 A-Spec
Sony 9 **9/10**

The ultimate next gen driving game packed full of stunning cars and great tracks. No AI.

Gran Turismo Concept 2001 Tokyo Collection
SCE Japan 17 **8/10**

Limited edition cars and smaller game at a cheaper price.

G-Saviour
Sunrise Interactive 7 **3/10**

Gundam mech-combat game that doesn't make the grade. Poor voice acting.

G Surfers
Midas 14 **6/10**

Wipeout inspired wannabe with ambition (a track editor) but poor frame rate.

GTC Africa
Rage 15 **6/10**

Dirt racing across a huge continent with wll designed and varied courses. Gets real hard.

Guilty Gear X
Virgin Int 15 **8/10**

Barking mad Japanese 2-D fighter that plays really rather well. The best 2D fighter.

Gun Griffon Blaze
Virgin Int. 4 **8/10**

More big fighting robots give action packed gameplay, but it slows down when busy.

H >

Half-Life
Vivendi/Universal 14 **9/10**

The best story-driven first-person shooter available. At least for now.

Headhunter
Sega 16 **8/10**

Great action, puzzles, humour and gameplay involving organ stealing and beards.

Herdy Gerdy
Core Design 18 **9/10**

A unique and thoroughly entertaining puzzle adventure.

Heroes of Might & Magic
3DO 9 **5/10**

Hackneyed RPG in which you must quest for the mysterious Dragon Bone Staff.

Hidden Invasion
Virgin 14 **3/10**

Some nice visuals can't redeem this appaling shoot 'em-up. Disastrous camera handling.

Hresvelgr
Crave 2 **1/10**

Unplayable racing game that now makes an expensive coaster and not much else.

I >

ICO
Sony 14 **9/10**

Tense, atmospheric and touching action adventure from the Prince of Persia school.

International League Soccer
Eon Digital 11 **6/10**

Try-hard flawed football title with a decent replay function and OK playability.

International Track and Field
Konami 3 **8/10**

Button bashing sports sim redolent of days of old. Excellent multiplayer gaming.

IQ Remix
SCEI 2 **5/10**

Daft puzzle game that the world could do without. Graphically interesting.

ISS
Konami 2 **8/10**

Konami's first PS2 football game but merely a warm-up for the main course.

J >

Jak and Daxter: The Precursor Legacy
SCEE 15 **9/10**

The best platformer currently on the PS2. But don't expect more than that. Top looks.

Jet Ski Riders
Eidos 17 **5/10**

Frustrating and generally lame water racing

Jonny Moseley Mad Trix
3DO 18 **6/10**

Playable, low maintenance extreme sports fun.

Jungle Book Groove Party
Ubi Soft 9 **6/10**

Dance to your heart's content to the tunes from Disney classic The Jungle Book.

K >

Kessen
EA Games 3 **8/10**

Superb storyline and absorbing gameplay demands patience but rewards persistence.

Kessen 2
THQ 19 **7/10**

Epic and complicated Feudal Japan war sim.

Klonoa 2: Lunatea's Veil
Namco 8 **7/10**

Cute characters and platform action in an old-school stylee.

Knockout Kings 2001
EA Sports 6 **8/10**

Fight against boxing legends in EA's latest addition to the Knockout Kings franchise.

Kuri Kuri Mix
From Software 9 **7/10**

Co-ordinated multiplayer puzzle mayhem, original, funny and down right infuriating.

L >

Legends of Wrestling
Acclaim 18 **7/10**

Plenty of game and reasonable amount of variety.

Lego Racers 2
Lego Media 12 **7/10**

A simple and fun kart racer with lumpy people. Not without charm.

ICO

It's finally landed on the shelves in the UK. If you haven't played it we strongly recommend it, especially as it's a game where you take a nice sit down on a sofa to save the game.

ONIMUSHA WARLORDS

Another Platinum bargain, this bout of oriental exploration and demon-whipping will be out in June for a mere £20.

Le Mans 24 Hours
Infogrames 10 **7/10**

Decent racer, well worth a few laps. Very realistic to drive but some tracks are boring.

Lotus Challenge
Virgin Int 14 **8/10**

Perhaps not the best on the market, but different and challenging.

M >

Madden NFL 2001
EA Sports 3 **8/10**

Top-notch gameplay - You need a basic understanding of the rules to really enjoy it.

Madden 2002
EA Sports 14 **9/10**

The best American football game on the PS2. Quite simply the definitive NFL title.

Max Payne
Rockstar Games 17 **6/10**

Flawed 3D shoot 'em up with 'bullet time' novelty.

Maximo
Capcom 17 **8/10**

Groovy platform beat 'em up that harks back to ye olde days.

MDK2: Armageddon
Interplay 7 **7/10**

Kurt the janitor and the six-legged dog return for more deadly third-person action.

Metal Gear Solid 2: Sons of Liberty
Konami 16 **9/10**

Stealth action like no other. Gibberish plot but otherwise it's almost genius.

Midnight Club
Take 2 2 **8/10**

Smooth and ultra responsive gameplay as you challenge drivers to race around town.

Mobile Suit Gundam
Bandai 7 **7/10**

Intense mech fighting based on a 1979 Jap anime series. Better than it sounds.

Monster Rancher 3
SCEA 15 **7/10**

Monster breeding for anime obsessives. Terrific longevity but no driving force.

Mosquito
SCEI 13 **4/10**

Strangely addictive oddity let down by a difficult control system.

JAK AND DAXTER

Top notch platform gaming from the creators of the once all-powerful Crash Bandicoot. This has got the looks and the gameplay and is a classic of its kind.

Moto GP
SCEE 3 **6/10**

Super fast gameplay but it's dull and unimaginative - we've seen it all before.

Moto GP 2
Namco 17 **8/10**

Definitive bike racer for fans of the sport.

Motor Mayhem
Infogrames 13 **5/10**

It moves with with real pace but the combat gameplay is ultimately shallow.

MTV Music Generator 2
Codemasters 9 **8/10**

Easy to understand and use. Imagination is your only requirement.

Music Maker
FasTrak Software 17 **5/10**

Limited music creation package with poor interface.

MX 2002 Feat. Ricky Carmichael
THQ 13 **7/10**

Dirty bike riding with bags to unlock but the trick system doesn't work well.

MX Rider
Infogrames 14 **8/10**

Very nice racer with some very nasty loading delays. Ride at Swindon!

N >

NASCAR 2001
EA Sports 4 **4/10**

The inexplicably popular NASCAR series continues. Quick but uninspired.

NBA Hoopz
Midway 7 **4/10**

Instant action like mashed potato but soon becomes flat, bland and dull.

NBA Live
EA Sports 6 **6/10**

Fast and furious NBA-licensed basketball action.

NBA Street
EA Sports Big 10 **8/10**

Mountains of options, huge longevity and enough twists and tattoos for anyone.

NBA Live 2002
EA Sports 16 **7/10**

Great replays and dunkin' action but lack of fully-controllable defence.

NFL Gameday
SCE US 4 **7/10**

Hi-res cheerleaders brighten up a Madden wannabe that feels like it's been rushed.

NHL 2001
EA Sports 3 **8/10**

Exceptional graphics and fluid gameplay but it goes from simple to difficult too soon.

NHL 2002
EA Sports 14 **9/10**

All you ever wanted a NHL game to be. Solves the problems of its predecessor.

NHL Hitz 2002
Midway 15 **7/10**

Violent hockey slapper with the emphasis on arcade play rather than the sport.

No One Lives Forever
Vivendi/Universal 19 **8/10**

Well produced FPS with a welcome touch of humour

O >

Oni
Take 2 6 **7/10**

Futuristic high-kicking anime-style action. Dull locations let it down though.

Onimusha Warlords
Capcom 11 **9/10**

Insane action in this undead ninja survival horror. Too linear for some but a top title.

Operation Winback
Midas 6 **6/10**

Metal Gear Solid clone that offers plenty of freedom but nothing special.

Orphen
Activision 3 **6/10**

OK RPG that presents plenty of characters but some dodgy graphical pop-up.

PARAPPA THE RAPPER 2

Chop chop, take Parappa and save the town from noodles in this truly odd, and very funny bemani title.

P >

Parappa the Rapper 2
SCEE 14 **8/10**

Quirky, funky and cute rhythm game. An acquired taste but great fun.

Paris Dakar Rally
Acclaim 14 **4/10**

Tedious rally game with good vehicle variety but little in the way of enjoyment.

Penny Racers
Midas 15 **4/10**

'Cute' racer than wants to be like GT3, but isn't. Known as Choro Q HG in Japan.

Pirates: The Legend of Black Kat
EA 19 **7/10**

Solid action pirate adventure and boat blasting battles.

Polaroid Pete
JVC 16 **7/10**

Quirky visuals and laughs to boot in this basic but fun snap 'em up.

Police 24/7
Konami 17 **6/10**

Lightgun shooter without gun or USB camera support.

Pool Master
Take 2 2 **5/10**

Strange controls but accurate physics produce a mediocre pool sim.

Portal Runner
3DO 14 **6/10**

Average action/adventure with Army Men girl and her growling pussy.

Pro Evolution Soccer
Konami 14 **9/10**

Still the best football game on the PS2. Unrivalled gameplay and computer AI.

Project Eden
Eidos 13 **3/10**

Poorly implemented, cliched, awkward squad-based action adventure that failed.

Q >

Quake III Revolution
EA Games 7 **9/10**

Mind-blowing fragging frenzy. No story to speak of but incredible action.

R >

Rayman M
Ubi Soft 16 **7/10**

Rayman multiplayer racing action. Plenty of characters to master but weak battle mode.

Rayman Revolution
Ubi Soft 4 **8/10**

Still a fine platform title, even if it doesn't try to do anything new.

RC Revenge Pro
Acclaim 5 **6/10**

Race remote control buggies until you realise there's nothing else to do.

Ready 2 Rumble Boxing: Round 2
Midway 3 **8/10**

Arcade boxer with fun gameplay despite occasional frustrations.

Red Faction
THQ 9 **8/10**

FPS your way through a rebellion on a Mars mining colony. Blow up walls too.

Resident Evil – Code: Veronica X
Capcom 11 **8/10**

Spine chilling Survival Horror that does the job very well but is looking dated now.

Rez
Sega 16 **9/10**

Truly original trance-like shooter. Incredible sound and simple, addictive gameplay.

Ridge Racer V
Namco 1 **8/10**

Still one of the best arcade racers around and a cracking replay function.

Ring of Red
Konami 9 **7/10**

Futuristic strategic battle sim featuring huge robots and an engaging storyline.

Robot Warlords
Midas Int 7 **5/10**

Budget price turn-based robot strategy game. Only for the converted.

Robot Wars Arenas of Destruction
BBC World 15 **6/10**

Breadbins hit each other with hacksaw blades. Recreates the TV show's atmosphere.

Rumble Racing
EA Games 9 **8/10**

High-speed battle racing with tons of fantastic stunts and power ups to boot.

Rune: Viking Warlord
Take Two 12 **3/10**

Makes being a viking seem dull which is a real achievement frankly.

S >

Salt Lake 2002
Eidos 17 **5/10**

Poorly implemented Olympic sports tie-in.

Shadowman: 2econd Coming
Acclaim 18 **7/10**

Tough game that offers an intense atmosphere and challenging puzzles.

Shadow Hearts
Midway 19 **8/10**

Neat horror RPG with unique timing-based battle system.

Shadow of Memories
Konami 7 **9/10**

Incredibly plotted graphical adventure. A real treat and a grand innovation.

Shaun Palmer's Pro Snowboarder
Activision 16 **5/10**

Tony Hawk's on ice let down by slow gameplay and one way courses.

Silent Hill 2
Konami 14 **8/10**

Disturbing and chilling horror masterpiece. You will be scared. Same stuff as before.

Silent Scope
Konami 2 **7/10**

Playable sniper action that won't detain you for too long.

Silent Scope 2
Konami 14 **3/10**

A real let down after the first game, clumsy to play and frustrating too.

Silpheed
Capcom 6 **7/10**

A good old-fashioned shooter the way they used to make em. Entertaining.

Sky Odyssey
Activision | 4 | 7/10
Unusual flight sim, basically Indiana Jones in a plane. Different but technically weak.

Sky Surfers
Idea Factory | 1 | 2/10
Freefalling stunts and girls in bikinis but little else on offer here.

Sled Storm 2
EA Sports Big | 19 | 7/10
Highly polished extreme racer that leaves you wanting more.

Smuggler's Run
Rockstar Games | 2 | 8/10
Big areas, fast gameplay and plenty of fun to be had, especially in two player mode.

Smuggler's Run 2
Rockstar Games | 14 | 8/10
Crazy smuggling action in huge environments. Bigger version of the above.

Soldier of Fortune
Majesco | 16 | 3/10
Very, very, very crappy war action. Rubbish in every area. Quite gory though.

Soul Reaver 2
Eidos | 16 | 7/10
Goth-tastic vampire battles in this epic yet longwinded adventure.

Space Channel 5
Sega | 18 | 6/10
Looks and sounds good, but it's for occasional gamers.

Space Channel 5 Part 2
Sega | 19 | 8/10
Classy and entertaining dance wars with sexy Ulala.

Space Race
Infogrames | 17 | 5/10
Slow and uninspiring space kart racer.

Splashdown
Infogrames | 16 | 7/10
See-Doo racing with beautiful levels and amazing water effects. Surprisingly good.

Spy Hunter
Midway | 13 | 9/10
Topple spy organisations with rocket packed sports car. Excellent arcade fun.

SSX
EA Sports | 3 | 9/10
The original, genre defining game that set the PS2 alight. Brilliant

SSX Tricky
EA Sports Big | 15 | 9/10
The best snowboarding title on the PS2 Excellent course design and loads to do.

Star Wars: Starfighter
Activision | 7 | 8/10
Hectic starfighter combat based on the Star Wars franchise. Yet to be bettered.

Star Wars: Super Bombad Racing
Lucas Learning | 9 | 5/10
Naff and cutesy Star Wars kart racing game that plays like a blind darts team.

Star Wars: Jedi Starfighter
Activision | 19 | 8/10
Plenty of Star Wars flavoured space combat.

Star Wars: Racer Revenge
Activision | 19 | 7/10
Fast and violent pod racing game but lacks replay value.

State of Emergency
Rockstar | 19 | 6/10
Hyped riot sim with repetitive cartoon violence.

Street Fighter EX3
Capcom | 5 | 7/10
another enjoyable 2D fighting romp from the creators of the genre.

Stunt GP
Virgin Int | 14 | 6/10
We waited ages and it was disappointing. Sluggish racing and fiddly controls spoil it.

Summoner
THQ | 7 | 8/10
The first true next generation RPG. Graphically better than the US version.

Super Bust a Move
Acclaim | 2 | 8/10
Mega addictive fun but characters are far too cute and can be annoying.

Supercar Street Challenge
Acclaim | 14 | 5/10
Atrocious handling means designing ugly cars is no compensation.

Surfing H30
Take 2 | 3 | 3/10
Tremendously poor surfing game with little or no real chance of being enjoyed.

Swing Away Golf
EA Games | 2 | 6/10
Superbly detailed and challenging, if limited, gameplay- Graphics could be better, though.

T >

Tekken Tag Tournament
SCEE | 1 | 8/10
Still the best 3D fighter available on PS2. It'll get knocked of fits perch soon enough.

Test Drive Off Road
Infogrames | 14 | 7/10
Summary: Pretty decent off roading racer.
+ Some excellent track design

STAR WARS: STARFIGHTER
For a mere £20 you can pick up a brand new copy of this fine space shooter.

The Bouncer
Square | 5 | 7/10
+ The best FMV on the PS2 to date
- Fight are dull and short

The Flintstones in Viva Rock Vegas
Virgin | 12 | 1/10
Quite simply one of the worst racing games we have ever, ever seen.

Theme Park World
EA Games | 4 | 3/10
Nice graphics for this pointless conversion of an overly complex PC game.

The Mummy Returns
Vivendi/Universal | 14 | 4/10
Poor implementation of a strong licence. Feels rushed. Disappointing.

The Shadow of Zorro
Cryo | 18 | 2/10
The worst game on the shelves. Avoid.

The Simpsons Road Rage
Electronic Arts | 15 | 6/10
Visually and acoustically convincing, but it's a repetitive Crazy Taxi clone

The Weakest Link
Activision | 15 | 5/10
Wicked witch of the West quiz show. Too limited for more than occasional games.

This is Football 2002
SCEE | 13 | 8/10
Visually impressive footie fun with loads of atmosphere in the stadiums.

Thunderhawk: Operation Phoenix
Core Design | 13 | 8/10
Tasty and neat chopper blasting that should satisfy those primal urges.

Tiger Woods PGA Tour 2001
EA Sports | 9 | 8/10
Take to the fairway in the world's biggest golfing tournaments, endorsed by T Woods.

Tiger Woods PGA Tour 2002
EA | 18 | 8/10
Impressive golf-game with wit, charm and plain good gameplay.

Time Crisis 2
Namco | 15 | 7/10
Shoot people in the head! Relentless but too short light-gun game.

TimeSplitters
Eidos | 2 | 9/10
impressive first-person shooter only just outdone by Quake III for entertainment.

Tokyo Extreme Racer: Zero
Crave | 9 | 6/10
Illegal underground street racing on the highways of Tokyo. OK for its time.

Tony Hawk's Pro Skater 3
Activision | 15 | 10/10
The best extreme sports title available. And the only game to ever score the maximum.

Top Gear Daredevil
Kemco | 4 | 7/10
Enjoyable, free-roaming gameplay, and its fun but nothing great.

Top Gun Combat Zones
Virgin Int | 14 | 5/10
a wide variety of options can't save this lame licence saddled with poor gameplay.

Truck Kyousokyoku
Namco | 7 | 7/10
Manic, barmy and sometimes insane racer. not for the faint-hearted.

Twisted Metal: Black
Sony | 11 | 9/10
Intense, aggressive car combat with great atmosphere and brutal gameplay.

VIRTUA FIGHTER 4
This is the kind of beat 'em-up action - free of bangs, flashes and whizzes - that appeals to the fan of pure fighting. It's got all the combos, moves and intense tactics that you could need.

U >

UEFA Challenge
Infogrames | 11 | 7/10
Playable and entertaining footie title that never looks like acheiving greatness.

UEFA Champions League Season 2001/2002
Take 2 | 16 | 7/10
Impressive presentation and official licence let down by unbalanced gameplay.

Unison
Tecmo | 7 | 8/10
Dance for your freedom against an evil groove-hating dictator. It's from Japan.

Unreal Tournament
Infogrames | 4 | 8/10
Never ending multiplayer carnage that just isn't as quick as its rivals. A safe rental.

V >

Vampire Night
Namco | 16 | 7/10
Fun while it lasts but ,as always, too short a lightgun shooter.

Victorious Boxers
Empire | 12 | 8/10
A cracking boxing sim that'll appeal to non-fans. Check out the real-time facial damage.

Virtua Fighter 4
Sega | 18 | 9/10
Superb fighter – the greatest beat 'em-up on the PS2 so far.

W >

Wacky Races Starring Dastardly & Mutley
Infogrames | 10 | 6/10
Plenty of stuff from the cartoons but clearly aimed at the less demanding punter.

Warriors of Might and Magic
3DO | 8 | 6/10
Intense melee based combat let down by too much walking and wonky camera angles.

WDL: Thunder Tanks
3DO | 5 | 5/10
Plenty of modes but not enough innovation for this to stand out.

Wild Wild Racing
Rage | 3 | 7/10
Off-beaten-track racing game that impressed at first but now looks tired.

Winter X Games Snowboarding
Konami | 6 | 7/10
A realistic boarding sim that's, very, very good looking. Not exactly fun though.

Wipeout Fusion
SCEE | 17 | 9/10
Classic Wipeout: quick, thumping, stylish, thrilling.

World Championship Snooker 2002
Codemasters | 14 | 6/10
Very authentic, very tough with long periods of inaction. Lousy graphics.

World Rally Championship
SCEE | 15 | 8/10
Glorious details, adjustable car-handling and impressive visuals. 70+ tracks make it big.

Worms Blast
Ubi Soft | 19 | 9/10
Great value for money and loads of difficult maggot blasting puzzles.

WWF Smackdown! Just Bring It
THQ | 15 | 8/10
Grown men in playground fights with bags of atmosphere, so much to do and unlock.

X >

X Squad
EA Games | 2 | 6/10
Excellent control system scuppered by a weak plot and some iffy AI.

Y >

Z >

Zone Of The Enders
Konami | 6 | 8/10
Big robots fight! It's engrossing and invigorating but too short.

for PlayStation®2

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THE NATION'S NUMBER

Every month we solve your severest gaming headaches by bringing you the very latest cheat codes for Action Replay 2, the best-selling cheat cartridge for PlayStation2 (please note that these codes are exclusive to Action Replay 2 and Action Replay 2 V2 - they will not work with any other cheat product).

Action Replay 2 is jam-packed with preloaded codes for all the latest and greatest games. It's also dead easy to update it with brand new codes, and that's where Gamebusters comes in. Every issue we pick up a sharp stick and pester Datel's code cracking boffins for the best new codes for the very latest games releases.

So get typing in the cool game-enhancing codes on these pages, sit back, and start cheating to your heart's content. With the power of Action Replay 2 V2, anything's possible!

GRANDIA 2 (PART ONE)

(M) code means "must be on" for the codes to work.)
0E3C7DF2
1853E59E
EE99F096
BCD08E92

Inf Gold
C1A9CBDA
BCA99A82

Inf Special Coins
C1A9CBE6
BCA99A82

Inf Magic Coins
C1A9CBE2
BCA99A82

RYUDO CODES

Level 99
C1A9CC68
BCA99BE6

Quick Level Up
C1A9CC74
BCA99BE6

Max HP
C1A9CC72
BCA9C292

Inf HP
C1A9CC7C
BCA9C292

Max MP
C1A9CC7E
BCA99E6A

Inf MP
C1A9CC78
BCA99E6A

Max SP
C1A9CC7A
BCA99E6A

Inf SP
C1A9CC04
BCA99E6A

Max STR
C1A9CC06
BCA99E6A

Max AGI
C1A9CC00
BCA99E6A

Max MAG
C1A9CC02
BCA99E6A

Max VIT
C1A9CC0C
BCA99E6A

Max SPD
C1A9CC0E
BCA99E6A

Max MEN
C1A9CC08
BCA99E6A

HELENA CODES

Level 99
C1A9CCDC
BCA99BE6

Quick Level Up
C1A9CCD8
BCA99B82

Max HP
C1A9CCE6
BCA9C292

Inf HP
C1A9CCE0
BCA9C292

Max MP
C1A9CCE2
BCA99E6A

Inf MP
C1A9CCEC
BCA99E6A

Max SP
C1A9CCEE
BCA99E6A

Inf SP
C1A9CCE8
BCA99E6A

Max STR
C1A9CCEA
BCA99E6A

Max AGI
C1A9CCF4
BCA99E6A

Max MAG
C1A9CCF6
BCA99E6A

Max VIT
C1A9CCF0
BCA99E6A

Max SPD
C1A9CCF2
BCA99E6A

Max MEN
C1A9CCFC
BCA99E6A

MILLENA CODE

Level 99
C1A9C340
BCA99BE6

Quick Level Up
C1A9C34C
BCA99B82

Max HP
C1A9C34A
BCA9C292

Inf HP
C1A9C354
BCA9C292

Max MP
C1A9C356
BCA99E6A

Inf MP
C1A9C350
BCA99E6A

Max SP
C1A9C352
BCA99E6A

Inf SP
C1A9C35C
BCA99E6A

Max STR
C1A9C35E
BCA99E6A

Max AGI
C1A9C358
BCA99E6A

Max MAG
C1A9C35A
BCA99E6A

Max VIT
C1A9C364
BCA99E6A

Max SPD
C1A9C366
BCA99E6A

Max MEN
C1A9C360
BCA99E6A

ROAN CODES

Level 99
C1A9C334
BCA99BE6

Quick Level Up
C1A9C330
BCA99B82

Max HP
C1A9C33E
BCA9C292

Inf HP
C1A9C338
BCA9C292

Max MP
C1A9C33A
BCA99E6A

Inf MP
C1A9C3C4
BCA99E6A

Max SP
C1A9C3C6
BCA99E6A

Inf SP
C1A9C3C0
BCA99E6A

Max STR
C1A9C3C2
BCA99E6A

Max AGI
C1A9C3CC
BCA99E6A

Max MAG
C1A9C3CE
BCA99E6A

Max VIT
C1A9C3C8
BCA99E6A

Max SPD
C1A9C3CA
BCA99E6A

Max MEN
C1A9C3D4
BCA99E6A

MAREG CODES

Level 99
C1A9C20C
BCA99BE6

Quick Level Up
C1A9C208
BCA99B82

Max HP
C1A9C216
BCA9C292

Inf HP
C1A9C210
BCA9C292

Max MP
C1A9C212
BCA99E6A

Inf MP
C1A9C21C
BCA99E6A

Max SP
C1A9C21E
BCA99E6A

Inf SP
C1A9C218
BCA99E6A

Max STR
C1A9C21A
BCA99E6A

Max AGI
C1A9C224
BCA99E6A

Max MAG
C1A9C226
BCA99E6A

Max VIT
C1A9C220
BCA99E6A

Max SPD
C1A9C222
BCA99E6A

Max MEN
C1A9C22C
BCA99E6A

Don't use too many item codes at once. Turn some on then Save your game

Recovery items

Have Mystic Potion
F1A9CA61
BCA99BE6

Have Scarlet Potion
F1A9CA60
BCA99BE6

Have Healing Fruit
F1A9CA63
BCA99BE6

Have Holy Wound Salve
F1A9CA62
BCA99BE6

Have Wound Salve
F1A9CA6D
BCA99BE6

Have Healing Herb
F1A9CA6C
BCA99BE6

Have Potion Of Azure
F1A9CA6B
BCA99BE6

Have Healing Incense
F1A9CA6A
BCA99BE6

Have Scroll Of Allheal
F1A9CA75
BCA99BE6

Have Healing Herb
F1A9CA74
BCA99BE6

Have Miracle Elixir
F1A9CA7D
BCA99BE6

Have Hero's Elixir
F1A9CA7C
BCA99BE6

Have Yomi's Elixir
F1A9CA7F
BCA99BE6

Have Panacea
F1A9CA7E
BCA99BE6

Have Purifying Herb
F1A9CA79
BCA99BE6

Have Poison Antidote
F1A9CA78
BCA99BE6

Have Paralysis Salve
F1A9CA7B
BCA99BE6

Have Torte's Reedpipe
F1A9CA7A
BCA99BE6

Have Eye Drops
F1A9CA05
BCA99BE6

Have Smelling Salts
F1A9CA04
BCA99BE6

Have Blessing Scroll
F1A9CA07
BCA99BE6

Have Move Blessing
F1A9CA06
BCA99BE6

Have Magic Blessing
F1A9CA01
BCA99BE6

Have Vaccine
F1A9CA00
BCA99BE6

Have Indigo Potion
F1A9CA09
BCA99BE6

Have Magical Medicine
F1A9CA08
BCA99BE6

Have Grail Fruit
F1A9CA0B
BCA99BE6

Have Lumir Flower
F1A9CA0A
BCA99BE6

Have Nut of Light
F1A9CA10
BCA99BE6

Have Golden Potion
F1A9CA13
BCA99BE6

Have Baobab Fruit
F1A9CA12
BCA99BE6

Have Butter Roll
F1A9CA1D
BCA99BE6

Have Blueberry
F1A9CA1C
BCA99BE6

Have Caterpillar Soup
F1A9CA25
BCA99BE6

Have Fresh Sandwich
F1A9CA24
BCA99BE6

Have Toad Oil
F1A9CA27
BCA99BE6

Have Calming Harp
F1A9CA2F
BCA99BE6

Have Mana Harp
F1A9CA2E
BCA99BE6

Have Lion Harp
F1A9CA29
BCA99BE6

Have Golden Nut
F1A9CAC0
BCA99BE6

Have Golden Statue
F1A9CAC3
BCA99BE6

Attack Item Codes

Have Hyper Mogay Bomb
F1A9CACD
BCA99BE6

Have Super Mogay Bomb
F1A9CACC
BCA99BE6

Have Mogay Bomb
F1A9CACF
BCA99BE6

Have Meteor Scroll
F1A9CACE
BCA99BE6

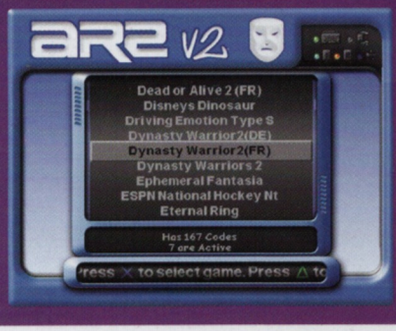
Have Thor Stone
F1A9CAC9
BCA99BE6

Have Red Bird Stone
F1A9CAC8
BCA99BE6

Have Icefang Stone
F1A9CACB
BCA99BE6

Have Electrum Stone
F1A9CACA
BCA99BE6

ONE CHEATS



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BCA99BE6

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F1A9CAD4
BCA99BE6

Have Quake Stone
F1A9CAD7
BCA99BE6

Have Fireball Scroll
F1A9CAD6
BCA99BE6

Have Whirlwind Scroll
F1A9CAD1
BCA99BE6

Have Serpentine
F1A9CAD0
BCA99BE6

Have Spiderweb
F1A9CAD3
BCA99BE6

Have Dynamite
F1A9CAD2
BCA99BE6

Have Red Goblin Toad
F1A9CADD
BCA99BE6

Have Holy Ashes
F1A9CADC
BCA99BE6

Have Insecticide Bomb
F1A9CADF
BCA99BE6

Have Makibishi
F1A9CADE
BCA99BE6

Have Sandman Whiskers
F1A9CAD9
BCA99BE6

Have Mushroom Cloud
F1A9CAD8
BCA99BE6

Have Fire Bomb
F1A9CADB
BCA99BE6

Have Hand Grenade
F1A9CADA
BCA99BE6

Have Goblin Toadstool
F1A9CAE5
BCA99BE6

Have Platinum Feather
F1A9CAE4
BCA99BE6

Have Gold Feather
F1A9CAE7
BCA99BE6

Have Silver Feather
F1A9CAE6
BCA99BE6

Have Scattering Stone
F1A9CAE1
BCA99BE6

Have Battle Manicure
F1A9CAE3
BCA99BE6

Have Face Paint
F1A9CAE2
BCA99BE6

Have Demon Ash
F1A9CAED
BCA99BE6

Have Muscle Mushroom
F1A9CAEC
BCA99BE6

Have Guard Mushroom
F1A9CAEF
BCA99BE6

Have Speed Mushroom
F1A9CAEE
BCA99BE6

Have Runner Mushroom
F1A9CAE9
BCA99BE6

Have WOW! Scroll
F1A9CAE8
BCA99BE6

Have Diggin' Scroll
F1A9CAEB
BCA99BE6

Have Speedy Scroll
F1A9CAEA
BCA99BE6

Have Runner Scroll
F1A9CAF5
BCA99BE6

Have Myriad Power Nut
F1A9CAF4
BCA99BE6

Have Patience Nut
F1A9CAF7
BCA99BE6

Have Sympathy Nut
F1A9CAF6
BCA99BE6

Have Swiftness Nut
F1A9CAF1
BCA99BE6

Have Powerless Nut
F1A9CAF0
BCA99BE6

Have Weakness Nut
F1A9CAF3
BCA99BE6

Have Exhaustion Nut
F1A9CAF2
BCA99BE6

Have Slowpoke Nut
F1A9CAFD
BCA99BE6

Have Kuko Berry
F1A9CAFF
BCA99BE6

Have Sleeping Harp
F1A9C9FE
BCA99BE6

Have Silence Lute
F1A9C9F9
BCA99BE6

Have Mermaid Harp
F1A9C9F8
BCA99BE6

Have Bone Harp
F1A9C9FB
BCA99BE6

Have Granasaber
F1A9C9A9
BCA99BE6

Have Thor Sword
F1A9C9A8
BCA99BE6

Have Icefang Sword
F1A9C9AB
BCA99BE6

Have Blazing Sword
F1A9C9AA
BCA99BE6

Have Holy Soul Blade
F1A9C9B5
BCA99BE6

Have Maken' Valborg
F1A9C9B4
BCA99BE6

Have Silence Sword
F1A9C9B7
BCA99BE6

Have Silver Freeze
F1A9C9B6
BCA99BE6

Have Sword of Mikage
F1A9C9B1
BCA99BE6

Have Fine Broadsword
F1A9C9B0
BCA99BE6

Have Claymore
F1A9C9B3
BCA99BE6

Have Ogre Slayer
F1A9C9B2
BCA99BE6

Have Swordfish Sword
F1A9C9BD
BCA99BE6

Have Shadowblade
F1A9C9BC
BCA99BE6

Have Flamberge
F1A9C9BF
BCA99BE6

Have Sword of Purity
F1A9C9BE
BCA99BE6

Have Samurai Blade
F1A9C9B9
BCA99BE6

Have Army Saber
F1A9C9B8
BCA99BE6

Have Shamshir
F1A9C9BB
BCA99BE6

Have Falx
F1A9C9BA
BCA99BE6

Have Geoblade
F1A9C945
BCA99BE6

Have Zero Broadsword
F1A9C944
BCA99BE6

Have Holy Ghost Staff
F1A9C94F
BCA99BE6

Have Huge Flail
F1A9C94E
BCA99BE6

Have Guardian Staff
F1A9C949
BCA99BE6

Have Decalogue Staff
F1A9C948
BCA99BE6

Have Priest's Staff
F1A9C94B
BCA99BE6

Have Golden Flail
F1A9C94A
BCA99BE6

Have Silver Flail
F1A9C955
BCA99BE6

Have Aromatic Root
F1A9C954
BCA99BE6

Have Buster Flail
F1A9C957
BCA99BE6

Have Lullaby Staff
F1A9C956
BCA99BE6

Have Quarry Staff
F1A9C951
BCA99BE6

Have Whirlwind Staff
F1A9C950
BCA99BE6

Have Blazing Staff
F1A9C953
BCA99BE6

Have Sister's Staff
F1A9C952
BCA99BE6

Have Oracle's Staff
F1A9C95D
BCA99BE6

Have Battle Rod
F1A9C95C
BCA99BE6

Have Flame Staff
F1A9C95F
BCA99BE6

Have Iron Rod
F1A9C95E
BCA99BE6

Have Prayer Staff
F1A9C959
BCA99BE6

Have Dragon Wand
F1A9C958
BCA99BE6

Have Useless Staff
F1A9C95B
BCA99BE6

Have Black Angel Bow
F1A9C96D
BCA99BE6

Have Exorcism Bow
F1A9C96C
BCA99BE6

Have Dread Bow
F1A9C96F
BCA99BE6

Have Arbalest
F1A9C96E
BCA99BE6

Have Flying Fish Bow
F1A9C969
BCA99BE6

Have Burning Bow
F1A9C968
BCA99BE6

Have Crossbow
F1A9C96B
BCA99BE6

Have Unstrung Bow
F1A9C96A
BCA99BE6

Have Brave Dirk
F1A9C903
BCA99BE6

Have Dirk
F1A9C902
BCA99BE6

Have Gladius
F1A9C90D
BCA99BE6

Have Sword Breaker
F1A9C90C
BCA99BE6

Have Soul Eater
F1A9C90F
BCA99BE6

Have Main Gauche
F1A9C90E
BCA99BE6

Have Main Gauche
F1A9C90E
BCA99BE6

Have Warp Knife
F1A9C909
BCA99BE6

Have Warp Knife
F1A9C908
BCA99BE6

Have Flint Knife
F1A9C90B
BCA99BE6

Have Ice Pick
F1A9C90A
BCA99BE6

Have Hunter's Knife
F1A9C915
BCA99BE6

Have Multiple Knife
F1A9C914
BCA99BE6

Have Dull Knife
F1A9C917
BCA99BE6

Have Phoenix Ring
F1A9C921
BCA99BE6

Have Demon Shuriken
F1A9C920
BCA99BE6

Have Wind Cutter
F1A9C923
BCA99BE6

Have Angel Circle
F1A9C922
BCA99BE6

Have Balor
F1A9C92D
BCA99BE6

Have Blinding Circle
F1A9C92C
BCA99BE6

Have Bloody Saucer
F1A9C92F
BCA99BE6

Have Discus
F1A9C92E
BCA99BE6

Have Discus
F1A9C92E
BCA99BE6

Have Double Moon
F1A9C929
BCA99BE6

Have Moon Claw
F1A9C928
BCA99BE6

Have Rusty Hoop
F1A9C92B
BCA99BE6

Have Leo Rex Battleax
F1A9C9C7
BCA99BE6

Have Rune Axe
F1A9C9C6
BCA99BE6

Have Tundra Battleax
F1A9C9C1
BCA99BE6

Have Inferno Battleax
F1A9C9C0
BCA99BE6

Have Bardiche
F1A9C9C3
BCA99BE6

Have Earthen Axe
F1A9C9C2
BCA99BE6

Have Halberd
F1A9C9CD
BCA99BE6

Have Dragonfly Slayer
F1A9C9CC
BCA99BE6

Have Dragonslayer Axe
F1A9C9CF
BCA99BE6

Have Hammer Axe
F1A9C9CE
BCA99BE6

Have Battleax
F1A9C9C9
BCA99BE6

Have Powerless Axe
F1A9C9C8
BCA99BE6

SHADOW HEARTS

(M) code means "must be on" for the codes to work.
0E3C7DF2
1853E59E
EEBCFCFE
BCA99C80

Pots Of Cash
DE8EFE86
BC413102

All Souls
CE8EFDCC
BCA99C84
DE8EFDCE
BDAA9C84
DE8EFDCA
BDAA9C84
DE8EFDD6
BDAA9C84
FE8EFDD2
BCA99B84

Inf HP - Yuri
CE8EFC04
BCA99E6A
CE8EFC1E
BCA99E6A

Inf MP - Yuri
CE8EFC06
BCA99E6A
CE8EFC18
BCA99E6A

Inf SP - Yuri
CE8EFC00
BCA99E6A
CE8EFC1A
BCA99E6A

Quick Lvl Up
DE8EFC02
C19E7B82

CE8EFCD4
BCA99E6A
CE8EFCEE
BCA99E6A

Inf MP - Alice
CE8EFCD6
BCA99E6A
CE8EFCE8
BCA99E6A

Inf SP - Alice
CE8EFCD0
BCA99E6A
CE8EFCEA
BCA99E6A

Quick Lvl Up
DE8EFCD2
C19E7B82

Inf HP - Zhuzhen
CE8EF3A4
BCA99E6A
CE8EF3BE
BCA99E6A

Inf MP - Zhuzhen
CE8EF3A6
BCA99E6A
CE8EF3B8
BCA99E6A

Inf SP - Zhuzhen
CE8EF3A0
BCA99E6A
CE8EF3BA
BCA99E6A

Quick Lvl Up
DE8EF3A2
C19E7B82

Inf HP - Margarete
CE8EF374
BCA99E6A
CE8EF30E
BCA99E6A

Inf MP - Margarete
CE8EF376
BCA99E6A
CE8EF308
BCA99E6A

Inf SP-Margarete
CE8EF370
BCA99E6A
CE8EF30A
BCA99E6A

Quick Lvl Up
DE8EF372
C19E7B82

Inf HP - Keith
CE8EF3C4
BCA99E6A
CE8EF3DE
BCA99E6A

Inf MP - Keith
CE8EF3C6
BCA99E6A
CE8EF3D8
BCA99E6A

Inf SP - Keith
CE8EF3C0
BCA99E6A
CE8EF3DA
BCA99E6A

Quick Lvl Up
DE8EF3C2
C19E7B82

Thera Leaves
FE8EFD8F
BCA99BE6

Thera Seeds
FE8EFD8E
BCA99BE6

Thera Roots
FE8EFD89
BCA99BE6

Thera Extract
FE8EFD88
BCA99BE6

Mana Leaves
FE8EFD8B
BCA99BE6

Mana Seeds
FE8EFD8A
BCA99BE6

Mana Roots
FE8EFD95
BCA99BE6

Mana Extract
FE8EFD94
BCA99BE6

Pure Leaves
FE8EFD97
BCA99BE6

Pure Seeds
FE8EFD96
BCA99BE6

Pure Roots
FE8EFD91
BCA99BE6

Pure Extract
FE8EFD90
BCA99BE6

Talisman Of Luck
FE8EFD93
BCA99BE6

Talisman Of Mercy
FE8EFD92
BCA99BE6

Talisman Of Wisdom
FE8EFD9D
BCA99BE6

Talisman Of Purity
FE8EFD9C
BCA99BE6

Talisman Of Power
FE8EFD9F
BCA99BE6

Mermaid's Tear
FE8EFD9E
BCA99BE6

Holy Mother Bust
FE8EFD99
BCA99BE6

Angel's Feather
FE8EFD98
BCA99BE6

Faerie's Sigh
FE8EFD9B
BCA99BE6

Imp's Fang
FE8EFD9A
BCA99BE6

Phoenix Tail
FE8EFDA5
BCA99BE6

Soul Benediction
FE8EFDA4
BCA99BE6

Tea Of The Healer
FE8EFDA7
BCA99BE6

Tea Of The Sage
FE8EFDA6
BCA99BE6

Tea Of The Holy One
FE8EFDA1
BCA99BE6

Fruit Of Yggdrasil
FE8EFDA0
BCA99BE6

Witch's Broth
FE8EFDA3
BCA99BE6

Priest's Wine
FE8EFDA2
BCA99BE6

Alchemist's Water
FE8EFDAD
BCA99BE6

Eye Of Ouroboros
FE8EFDAC
BCA99BE6

Bronze Arrowhead
FE8EFDAF
BCA99BE6

Bronze Dagger
FE8EFDAE
BCA99BE6

Silver Hourglass
FE8EFDA9
BCA99BE6

Gold Hourglass
FE8EFDA8
BCA99BE6

W. Tiger Hair
FE8EFDAB
BCA99BE6

B. Dragon Horn
FE8EFDAA
BCA99BE6

B. Tortoise Fang
FE8EFDB5
BCA99BE6

R. Phoenix Talon
FE8EFDB4
BCA99BE6

Star Swallow
FE8EFDB7
BCA99BE6

Moon Swallow
FE8EFDB6
BCA99BE6

Kirin Scale
FE8EFDB1
BCA99BE6

Monkey Paw
FE8EFDB0
BCA99BE6

Silver Hand
FE8EFDB3
BCA99BE6

Key to Success
FE8EFDB2
BCA99BE6

Dice of Caesar
FE8EFDBD
BCA99BE6

Third Key
FE8EFDBC
BCA99BE6

Fifth Key
FE8EFDBF
BCA99BE6

Seventh Key
FE8EFDBE
BCA99BE6

Seal of Life
FE8EFDB9
BCA99BE6

Seal of Aura
FE8EFDB8
BCA99BE6

Seal of the Soul
FE8EFDBB
BCA99BE6

Seal of Strength
FE8EFDBA
BCA99BE6

Seal of Vitality
FE8EFD45
BCA99BE6

Seal of Speed
FE8EFD44
BCA99BE6

Seal of Wisdom
FE8EFD47
BCA99BE6

Seal of Force
FE8EFD46
BCA99BE6

Seal of Luck
FE8EFD41
BCA99BE6

Lottery Ticket
FE8EFD40
BCA99BE6

Tissues
FE8EFD43
BCA99BE6

Tent
FE8EFD4D
BCA99BE6

Raging Tiger Soul
FE8EFDCC
BCA99B84

Mad Bull Soul
FE8EFDCF
BCA99B84

Lobo Soul
FE8EFDCE
BCA99B84

Man Dragon Soul
FE8EFDC9
BCA99B84

Dragner Soul
FE8EFDC8
BCA99B84

Egil Soul
FE8EFDCB
BCA99B84

Inferno Soul
FE8EFDCA
BCA99B84

Ifrit Soul
FE8EFDD5
BCA99B84

Forron Soul
FE8EFDD4
BCA99B84

Tornado Soul
FE8EFDD7
BCA99B84

Icarus Soul
FE8EFDD6
BCA99B84

Seravi Soul
FE8EFDD1
BCA99B84

Heaven's Fiend Soul
FE8EFDD0
BCA99B84

Baldo Soul
FE8EFDD3
BCA99B84

Sandalphon Soul
FE8EFDD2
BCA99B84

Bandanna
FE8EFECC
BCA99B8C

Leather Cap
FE8EFECF
BCA99B8C

Studded Cap
FE8EFECE
BCA99B8C

Face Guard
FE8EFEC9
BCA99B8C

Headgear
FE8EFEC8
BCA99B8C

Circlet
FE8EFECB
BCA99B8C

Comet Mask
FE8EFECA
BCA99B8C

Seven-Eyed Mask
FE8EFED5
BCA99B8C

Leather Belt
FE8EFED4
BCA99B8C

Casual Belt
FE8EFED7
BCA99B8C

Western Belt
FE8EFED6
BCA99B8C

Metal Belt
FE8EFED1
BCA99B8C

Charming Pareo
FE8EFED0
BCA99B8C

Loin Guard
FE8EFED3
BCA99B8C

Belt of Power
FE8EFED2
BCA99B8C

Belt of Thor
FE8EFEDD
BCA99B8C

Shell Bracelet
FE8EFEDC
BCA99B8C

Bone Bracelet
FE8EFEDF
BCA99B8C

Rosewood Bracelet
FE8EFEDE
BCA99B8C

Bell Bracelet
FE8EFED9
BCA99B8C

Mirror Bracelet
FE8EFED8
BCA99B8C

Zodiac Bracelet
FE8EFEDB
BCA99B8C

Cosmic Bracelet
FE8EFEDA
BCA99B8C

Spikes
FE8EFEE5
BCA99B8C

Pocket Watch
FE8EFEE4
BCA99B8C

Will Power
FE8EFEE7
BCA99B8C

Leonardo's Bear
FE8EFEE6
BCA99B8C

Crucifix
FE8EFEE1
BCA99B8C

Moonstone Ring
FE8EFEE0
BCA99B8C

Obsidian Ring
FE8EFEE3
BCA99B8C

Amber Ring
FE8EFEE2
BCA99B8C

Pearl Ring
FE8EFEED
BCA99B8C

Carnelian Ring
FE8EFEEC
BCA99B8C

Lazurite Ring
FE8EFEEF
BCA99B8C

Crystal Ring
FE8EFEEE
BCA99B8C

Diamond Ring
FE8EFEE9
BCA99B8C

Star Brooch
FE8EFEE8
BCA99B8C

Anne's Cross
FE8EFEEB
BCA99B8C

Voodoo Doll
FE8EFEEA
BCA99B8C

Weird Bottle
FE8EFEF5
BCA99B8C

Huge Jug
FE8EFEF4
BCA99B8C

Small Jug
FE8EFEF7
BCA99B8C

Jade Lariat
FE8EFEF6
BCA99B8C

Coral Lariat
FE8EFEF1
BCA99B8C

Wind's Eye
FE8EFEF0
BCA99B8C

Flash Badge
FE8EFEF3
BCA99B8C

Iron Clogs
FE8EFEF2
BCA99B8C

Brigand Earrings
FE8EFEFD
BCA99B8C

Pirate Earrings
FE8EFEFC
BCA99B8C

Thief Earrings
FE8EFEFF
BCA99B8C

Demon Earrings
FE8EFDFE
BCA99B8C

Warlock Earrings
FE8EFDF9
BCA99B8C

Monk Earrings
FE8EFDF8
BCA99B8C

Brsrkr Earrings
FE8EFDFB
BCA99B8C

Oracle Earrings
FE8EFDFA
BCA99B8C

Angel Earrings
FE8EFD85
BCA99B8C

Priest Earrings
FE8EFD84
BCA99B8C

Flare Brooch
FE8EFD87
BCA99B8C

Cotton Underpants
FE8EFD86
BCA99B8C

Black Silk Pants
FE8EFD81
BCA99B8C

Demon Ward Necklace
FE8EFD80
BCA99B8C

Warning Device
FE8EFD83
BCA99B8C

Pedometer
FE8EFD82
BCA99B8C

Accelerator
FE8EFD8D
BCA99B8C

Talisman
FE8EFD0F
BCA99B84

Pendant
FE8EFD0E
BCA99B84

Sluice Gate Handle
FE8EFD09
BCA99B84

Anti-Cat Powder
FE8EFD08
BCA99B84

Torch
FE8EFD0B
BCA99B84

Metal Bowl
FE8EFD0A
BCA99B84

Jewel
FE8EFD15
BCA99B84

Salt-Dried Fish
FE8EFD14
BCA99B84

Wood Token
FE8EFD17
BCA99B84

Yawang Gate Key
FE8EFD16
BCA99B84

Wugai Room Key
FE8EFD11
BCA99B84

B. Dragon VP
FE8EFD10
BCA99B84

W. Tiger VP
FE8EFD13
BCA99B84

B. Tortoise VP
FE8EFD12
BCA99B84

R. Phoenix VP
FE8EFD1D
BCA99B84

East Gate Key
FE8EFD1C
BCA99B84

Kid's Room Key
FE8EFD1F
BCA99B84

Guestroom Key
FE8EFD1E
BCA99B84

Heart Key
FE8EFD19
BCA99B84

Club Key
FE8EFD18
BCA99B84

Diamond Key
FE8EFD1B
BCA99B84

Spade Key
FE8EFD1A
BCA99B84

Bronze Coin
FE8EFD25
BCA99B84

Sliver Coin
FE8EFD24
BCA99B84

Gold Coin
FE8EFD27
BCA99B84

Platinum Coin
FE8EFD26
BCA99B84

Dungeon Key
FE8EFD21
BCA99B84

Doyle Letter
FE8EFD20
BCA99B84

Oath Grail
FE8EFD23
BCA99B84

Crank
FE8EFD22
BCA99B84

Storeroom Key
FE8EFD2D
BCA99B84

Slide
FE8EFD2C
BCA99B84

Snake Card
FE8EFD2F
BCA99B84

JONNY MOSELEY MAD TRIX

(M) code means "must be on" for the codes to work.
0E3C7DF2
1853E59E
EE8EF236
BCCE861A

Massive Score
DEA4C9BA
0A1706AB

Infinite Time
DEBC4396
FE6E82E3

DYNASTY WARRIORS 3

(M) code means "must be on" for the codes to work.
0E3C7DF2
1853E59E
EE8466B2
BCA99C80

All Movies Open
DEACE39A
BCE89A82

Enable Opening

In Option Mode
CEACE398
BCA99A82

All Characters
DEACECF2
BDAA9C84
DEACE3FE
BDAA9C84
DEACE3FA
BDAA9C84
DEACE386
BDAA9C84
DEACE382
BDAA9C84
DEACE38E
BDAA9C84
DEACE38A
BDAA9C84
DEACE396
BDAA9C84
DEACE392
BDAA9C84
DEACE39E
BDAA9C84

All Levels
DEACEC3E
BBA89A82
DEACEC3A
BBA89A82
DEACECC6
BBA89A82
DEACECC2
BBA89A82
DEACECCE
BBA89A82
DEACECCA
BBA89A82
DEACECD6
BBA89A82
DEACECD2
BBA89A82
DEACECDE
BBA89A82
DEACECDA
BBA89A82
DEACECE6
BBA89A82
DEACECE2
BBA89A82
DEACECEE
BBA89A82
DEACECEA
BBA89A82
DEACECF6
BBA89A82

Speed Scroll Speed + 50
CEACF466
BCA9CD83

Wing Boots Jump + 50
CEACF460
BCA9CD84

Dragon Amulet Musou + 50
CEACF462
BCA9CD85

Peacock Urn HP Max + 50
CEACF46C
BCA9CD86

Tiger Amulet Attack + 50
CEACF46E
BCA9CD87

Tortoise Amulet Defense + 50
CEACF468
BCA9CD88

Huang's Bow Bow Attack + 50
CEACF46A
BCA9CD89

Shell Armor Bow Defense + 50
CEACF474
BCA9CD8A

Horned Helm Mounted Attack + 50
CEACF476
BCA9CD8B

Cavalry Armo Mounted Defense + 50
CEACF470
BCA9CD8C

Seven Star Orb Luck + 50
CEACF472
BCA9CD8D

Wind Scroll Reach + 50
CEACF47C
BCA9CD8E

Elixir Musou Charge + 50
CEACF47E
BCA9CD8F

Red Hare Saddle Begin Stage Mounted On Red Hare
CEACF478
BCA9CD90

Hex Mark Saddle Begin Stage Mounted On Hex Mark
CEACF47A
BCA9CD91

Imperial Saddle Can Mount All Horses
CEACF404
BCA9CD92

The Art of War Imperial Seal, War Gods Axe & Armor Have Longer Effect
CEACF406
BCA9CD93

Bodyguard Manual Bodyguards Become Stronger
CEACF400
BCA9CD94

The Way of Musou Can Use True Musou Attack Regardless Of Health
CEACF402
BCA9CD95

Survival Guide Attack x2 When Near Death
CEACF40C
BCA9CD96

Defender Defense x2 When Near Death
CEACF40E
BCA9CD97

Fire Arrows
CEACF408
BCA9CD98

Buckler Prevents Stumbling After Guarding
CEACF40A
BCA9CD99

Power Scroll Never Lose Weapon Deadlocks
CEACF414
BCA9CD9A

Gold Harness Prevents Dismounting When Hit By Arrows
CEACF416
BCA99C9B

Weapons:-

Steel Sword
CEACF434
BCA99C84

Long Sword
CEACF4D4
BCA99E86

Great Scimitar
CEACF4F4
BCA9A088

Long Spear
CEACEB94
BCA9A28A

Great Halberd
CEACEBB4
BCA9A48C

Strike Axe
CEACEB54
BCA9A68E

Spiked Club
CEACEB74
BCA9A890

Wing Sabers
CEACEB14
BCA9AA92

Spiral Rods
CEACEB34
BCA9AC94

Great Mace
CEACEBD4
BCA9AE96

Warlord Fan
CEACEBF4
BCA9B098

Crescent Chakram
CEACEA94
BCA9B29A

War Axe
CEACEAB4
BCA9B49C

Steel Claw
CEACEA54
BCA9B69E

Steel Flute
CEACEA74
BCA9B8A0

Steel Rod
CEACEA14
BCA9BAA2

Studded Tonfa
CEACEA34
BCA9BCA4

Strike Voulge
CEACEAD4
BCA9BEA6

Mirage Staff
CEACEAF4
BCA9C0A8

Beast Gauntlet
CEACE994
BCA9C2AA

Hawk Boomerang
CEACE9B4
BCA9C4AC

Violet Fans
CEACE954
BCA9C6AE

Great Sword
CEACE974
BCA9C8B0

Swift Rapier
CEACE914
BCA9CAB2

Dragon Spear
CEACE924
BCA9CBB3

Blue Dragon
CEACE934
BCA9CCB4

Snake Blade
CEACE9C4
BCA9CDB5

Kirin Sword
CEACE9D4
BCA9CEB6

Bull
CEACE9E4
BCA9CFB7

Bone Crusher
CEACE9F4
BCA9D0B8

Elder Sword
CEACE884
BCA9D1B9

Eagle
CEACE894
BCA9D2BA

Wolf Slayer
CEACE8A4
BCA9D3BB

Gold Orb
CEACE8B4
BCA9D4BC

White Feather
CEACE844
BCA9D5BD

Sword of Heaven
CEACE854
BCA9D6BE

Sky Piercer
CEACE864
BCA9D7BF

Luna Chakram
CEACE874
BCA9D8C0

Gold Dragon
CEACE804
BCA9D9C1

Lone Wolf
CEACE814
BCA9DAC2

King Wolf
CEACE824
BCA9DBC3

Star Sword
CEACE834
BCA9DCC4

Master Sword
CEACE8C4
BCA9DDC5

Steel Stallion
CEACE8D4
BCA9DEC6

Sage Sword
CEACE8E4
BCA9DFC7

Demon Sword
CEACE8F4
BCA9E0C8

Dragon Blade
CEACEF84
BCA9E1C9

Black Feather
CEACEF94
BCA9E2CA

Tiger Hook
CEACEFA4
BCA9E3CB

River Master
CEACEFB4
BCA9E4CC

Vapor
CEACEF44
BCA9E5CD

Staff Of Fire
CEACEF54
BCA9E6CE

Destroyer
CEACEF64
BCA9E7CF

Peacock Claw
CEACEF74
BCA9E8D0

Moon Flute
CEACEF04
BCA9E9D1

Shadow Rod
CEACEF14
BCA9EAD2

Conqueror
CEACEF24
BCA9EBD3

Double Star
CEACEF34
BCA9ECD4

Staff Of Wind
CEACEFC4
BCA9EDD5

Beast Master
CEACEFD4
BCA9EED6

Fire Wheel
CEACEFE4
BCA9EFD7

Beauty
CEACEFF4
BCA9F0D8

Grace
CEACEE84
BCA9F1D9

Holy Avenger
CEACEE94
BCA9F2DA

Celestial Blade
CEACEEA4
BCA9F3DB

Fierce Dragon
CEACEE94
BCA9F4DC

Blue Moon Dragon
CEACEE44
BCA9F5DD

Viper Blade
CEACEE54
BCA9F6DE

Kirin Fang
CEACEE64
BCA9F7DF

Mad Bull
CEACEE74
BCA9F8E0

Stone Crusher
CEACEE04
BCA9F9E1

Ancient's Sword
CEACEE14
BCA9FAE2

Falcon
CEACEE24
BCA9FBE3

Tiger Slayer
CEACEE34
BCA9FCE4

Gold Globe
CEACEEC4
BCA9FDE5

Peacock Feather
CEACEED4
BCA9FEE6

Wrath Of Heaven
CEACEEE4
BCA9FFE7

Sky Scorcher
CEACEEF4
BCA900E8

Sol Chakram
CEACED84
BCA901E9

Gold Moon Dragon
CEACED94
BCA902EA

Savage Wolf
CEACEDA4
BCA903EB

Master Wolf
CEACEDB4
BCA904EC

Grand Star
CEACED44
BCA905ED

Grand Master
CEACED54
BCA906EE

Steel Dragon
CEACED64
BCA907EF

Oracle Sword
CEACED74
BCA908F0

Demon Fang
CEACED04
BCA909F1

Dragon Breath
CEACED14
BCA90AF2

Dark Feather
CEACED24
BCA90BF3

White Tiger
CEACED34
BCA90CF4

Sea Master
CEACEDC4
BCA90DF5

Blink
CEACEDD4
BCA90EF6

Volcano Staff
CEACEDE4
BCA90FF7

Marauder
CEACEDF4
BCA910F8

Peacock Talon
CEACEC84
BCA911F9

DarkMoon Flute
CEACEC94
BCA912FA

Black Shadow
CEACECA4
BCA913FB

Overlord
CEACECB4
BCA914FC

Double Comet
CEACEC44
BCA915FD

Tornado Staff
CEACEC54
BCA916FE

King of Beasts
CEACEC64
BCA917FF

Magma Wheel
CEACEC74
BCA91800

True Beauty
CEACEC04
BCA91901

True Grace
CEACEC14
BCA91A02

Fu Xi's Sword
CEACEC24
BCA91B03

Nu Wa's Rapier
CEACEC34
BCA91C04

MAXIMO

(M) code means "must be on" for the codes to work.
0E3C7DF2
1853E59E
EE8EF2AE
BCC5A2A2

Or

0E3C7DF2
1853E59E
EE8CAD46
BCBD8622

Infinite Health
CE98C10E
BCA99B93

Use Full Armour Or Boxer Shorts

Full Armour
CE98C10A
BCA99B87

Always Boxer Shorts
CE98C10A
BCA99B83

Infinite Time Super Armour
DE98C176
003A7A9E

Infinite Sheild Points
CE98C12E
BCA99B97

Infinite Lives
CE98C116
BCA99BE6
CE98CD92
BCA99BE6

Infinite Credits
CE98C126
BCA99BE6
CE98CD42
BCA99BE6

Infinite Koins
CE98C112
BCA99E6B
CE98CDAA
BCA99E6B

1000 Souls
CE98C11E
BCA99E6B
CE98CDA6
BCA99E6B

Infinite Silver Keys
CE98C11A
BCA99B8C

Always Have Gold Key
CE98C132
BCA99B84

Have Gold Shield
CE98CD84
BCA99B88

Use Only 1 Sword Code

Always Have Flame Tongue Sword
CE98C102
BCA99B84
CE98C12A
BCA99B97

Always Have Frostbiter Sword
CE98C102
BCA99B85
CE98C12A
BCA99B97

Always Have Pure Blade Sword
CE98C102
BCA99B86
CE98C12A
BCA99B97

Always Have Armageddon Sword
CE98C102
BCA99B87
CE98C12A
BCA99B97

Effects Downwards Thrust Multi Jumps
CE98C1EE
BCA99B83

Only Have 1 Run Speed Code On

Run Fast
DE98C0A6
FBA99B83

Run Faster
DE98C0A6
FCA99B83

Daft Speed
DE98C0A6
0CA99B83

Platinum CHEATS

With these Platinum games riding high in the charts we just had to let you have some Action Replay 2 codes to go with them...

GRAN TURISMO 3

(M) code means "must be on" for the codes to work.
EC878298
1437F4F4

GRAN TURISMO MODE

Tons of Cash
1C04BA20
1DBC9E0C

GT Moon Jump L1
0CB94166
1456B0FC
3D6E6FDB
1456E765

Freeze Licence Timer
0D6A785C
145617A5
1D6A785C
1456D7A5

Frz Machine Test Timer
0D6A7A0C
145617A5
1D6A7A0C
1456D7A5

OPEN LICENCES

All B Liceneses
1C02B058
1456E7A5
1C02B3AC
1456E7A5
1C02B200
1456E7A5
1C02B454
1456E7A5
1C02B7A8
1456E7A5
1C02B6FC
1456E7A5
1C02B850
1456E7A5
1C02BBA4
1456E7A5

All A Licenses
1C02BAF8
1456E7A5
1C02BC4C
1456E7A5
1C02BFA0
1456E7A5
1C02BEF4
1456E7A5
1C02C048
1456E7A5
1C02C39C
1456E7A5
1C02C2F0
1456E7A5
1C02C444
1456E7A5

All IB Licenses
1C02C798
1456E7A5
1C02C6EC
1456E7A5
1C02C840
1456E7A5
1C02CB94
1456E7A5
1C02CAE8
1456E7A5
1C02CC3C
1456E7A5
1C02CF90
1456E7A5
1C02CEE4
1456E7A5
1C02D830
1456E7A5
1C02DB84
1456E7A5
1C02E2D0
1456E7A5
1C02E524
1456E7A5

All IA Licenses
1C02D038
1456E7A5
1C02D38C
1456E7A5
1C02D2E0
1456E7A5
1C02D434
1456E7A5
1C02D788
1456E7A5
1C02D6DC
1456E7A5

All S Licenses
1C02DAD8
1456E7A5
1C02DC2C
1456E7A5
1C02DF80
1456E7A5
1C02DED4
1456E7A5
1C02E028
1456E7A5
1C02E37C
1456E7A5

All R Licenses
1C02E778
1456E7A5
1C02E6CC
1456E7A5
1C02E920
1456E7A5
1C02EB74
1456E7A5
1C02EAC8
1456E7A5
1C02ED1C
1456E7A5
1C02EF70
1456E7A5
1C02EEC4
1456E7A5

RED FACTION

(M) code means "must be on" for the codes to work.
EC8E9F08
1456E60A

Inf Health
1CBF6A98
1456E7A5
1CBF6A9C
1456E7A5
1CBF6AA0
1456E7A5
1CBF6AA4
1456E7A5
1CBF6AA8
1456E7A5

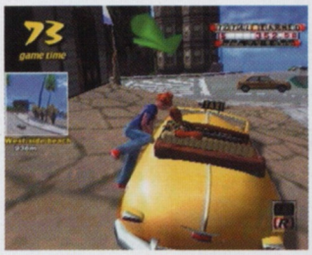
L2 To Turn On Inf Ammo
0C3DC026
1456B10C
1C84CAB8
1456E7A5

L1 FOR ALL WEAPONS(A)

Start Of Game Only
0C3DC026
1456AC0C
1DB80408
1355E6A6
0C3DC026
1456AC0C
1DB8040C
1355E6A6
0C3DC026
1456AC0C
1DB80410
1355E6A6
0C3DC026
1456AC0C
1DB80414
1355E6A6
0C3DC026
1456AC0C
1DB80418
1355E6A6
0C3DC026
1456AC0C
1DB80514
1456089C
0C3DC026
1456AC0C
1DB80518
1456089C
0C3DC026
1456AC0C

L1 For All Weapons(B)
1DB8051C
1456089C
0C3DC026
1456AC0C
1DB80520
1456089C
0C3DC026
1456AC0C
1DB80524
1456089C
0C3DC026
1456AC0C
1DB80428
1456089C
0C3DC026
1456AC0C
1DB8042C
1456089C
0C3DC026
1456AC0C
1DB80430
1456089C
0C3DC026
1456AC0C
1DB80438
1456089C
0C3DC026
1456AC0C
1DB80438
1456089C
0C3DC026
1456AC0C
1DB8043C
1456089C
0C3DC026
1456AC0C
1DB80440
1456089C
0C3DC026
1456AC0C
1DB80444
1456089C
0C3DC026
1456AC0C
1DB80448
1456089C

CRAZY TAXI



(M) code means "must be on" for the codes to work.
EC8DB760
143C2DB4

Infinite Arcade Time
4CBAC3F4
1456DC2F

R2=Arcade Time 18mins
0CA767F6
1456E7A6
4CBAC3F4
1456B00C

L2 Sets Arcade Time 0
0CA767F6
1456E7A7
4CBAC3F4
1456E7A5

Inf Passenger Time
4CBAC22C
1456DF0B

Inf Game Time
4CBAC3F4
1456E14C

Unlock The Crazy Bike
4CB80868
1456EBA6

Crazy Box Complete&Open
4CB8087C
1456B00C

Driver Always Dummy
1CA78AC0
1456E7A5

Driver Always Axel
1CA78AC0
1456E7A6

Driver Always BD Joe
1CA78AC0
1456E7A7

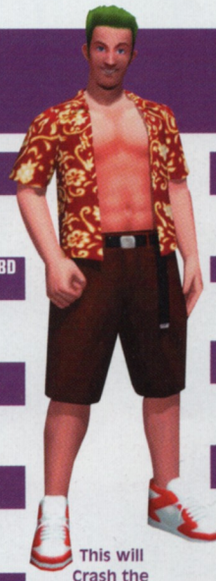
Driver Always Gena
1CA78AC0
1456E7A8

Driver Always Gus
1CA78AC0
1456E7A1

Combo-15-Crazy Chall
4CD28170
1456E79C

Combo-30-Crazy Chall
4CD28170
1456E7AB

All Balloons Popped
4CDF832C
1456E7A5



This will Crash the game if you pick up a passenger

No Textures/Collision
4CDF843C
1456E70C

'G' Suspension
4CA76222
1456B00C

Engine Never Peaks On
1C82D064
1456E7A5

CPU Cars Don't Steer
1C8542E8
1456E7A5

Only Use one of these

Driver
4CA78AE0
1456E7A5

Sleepy Driver
4CA78AE0
1456E7A6

Foot Driver
4CA78AE0
1456E7AF

4CA78AE0
1456E73D

TEKKEN TAG

(M) code means "must be on" for the codes to work.
ECA4F4F8
1456E60A

Max Energy P1
1C125A5C
144D34D5
1C125A60
144D34D5

Max Energy P2
1C1F12FC
144D34D5
1C1F1200
144D34D5

1 Hit KO P1
1C125A5C
1456E7A6
1C125A60
1456E7A6

1 Hit KO P2
1C1F12FC
1456E7A6
1C1F1200
1456E7A6

Open All Movies/Chars/Gallery/Tekken Bowl
1CD660D8
61DFB00C
1CD660DC
61DFB00C
1CD660E0
61DFB00C

FORMULA ONE 2001

(M) code means "must be on" for the codes to work.
EC8A217C
1456E60A

On Last Lap-Quick Race
4CC07064
1456E7A5
4CC06B28
1456E7A5

98 Laps In Quick Race
4CC07064
1456E787
4CC06B28
1456E787

LOTS'O'CHAMP POINTS

D. Coulthard
1CB0039C
1456089C

E. Irvine
1CB002BC
1456089C

G. Fisichella
1CB005DC
1456089C

G. Mazzacane
1CB004FC
1456089C

H. Frentzen
1CB0071C
1456089C

J Alesi
1CB0093C
1456089C

J. Button
1CB0085C
1456089C

O. Panis
1CB00B7C
1456089C

J. Trulli
1CB00A9C
1456089C

J. Verstappen
1CB00DBC
1456089C

J. Villeneuve
1CB00CDC
1456089C

L. Burti
1CB00FFC
1456089C

M. Hakkinen
1CB00E1C
1456089C

M. Schumacher
1CB0103C
1456089C

N. Heidfeld
1CB0135C
1456089C

R. Barrichello
1CB0127C
1456089C

R. Schumacher
1CB0159C
1456089C

J. Montoya
1CB0174C
1456089C

LOTS'O'CONST POINTS

BAR Honda
1CB0FEA4
1456089C

Benetton-Renault
1CB01D54
1456089C

Ferrari
1CB01F64
1456089C

Jordan Honda
1CB02534
1456089C

Mclaren Mercedes
1CB02754
1456089C

Williams BMW
1CB02C14
1456089C

DEAD OR ALIVE 2

(M) code means "must be on" for the codes to work.
ECBE0BC8
1456E60A

P1 Inf Health
4CE0F8C8
1456E6B9

P2 Inf Health
4CE0FB30
1456E6B9

P1 1 Hit K.O.
4CE0F8C8
1456E7A6

P2 1 Hit K.O.
4CE0FB30
1456E7A6

All Costumes Open
1CE0E668
61DFB00C
1CE0E66C
61DFB00C
1CE0E670
61DFB00C

PLAYER'S GUIDE

"Fight of the Century" seems to be an overused expression. Currently it is being quoted to describe the upcoming confrontation between Mike Tyson and Lennox Lewis, but here at PSi-2 we have a different sense of priorities. As far as we are concerned, the "Fight of the Century" is happening this year between two of the toughest console beat 'em-ups so far seen.

Virtua Fighter 4™

バーチャファイター4

Un the blue corner waits the old warhorse Tekken, currently going for its fourth title. Its main rival, Dead or Alive, has emigrated to Xbox, and Tekken stands alone as undisputed champion of the world. Or does it?

A new opponent stands in the red corner, having moved up a weight from the Sega divisions. *Virtua Fighter*, so long a favourite of the Dreamcast crew, has made the jump to PS2 and is looking to give Tekken a bloody nose. *VF4* has caused quite a storm in Japan and the States, topping the charts in both countries. We all like to think of ourselves as Tekken masters, but what skills are required to master *Virtua Fighting?* To help you cope, we've compiled a little game guide, complete with basic tactics and some of our favourite characters and moves. Don't you just love us?

MOVE KEY LIST

In the attack moves we've listed, you'll need to understand the abbreviations used, unless you want to end up flat on your backside, of course. All moves start from a right facing position.

- [F = Forward]
- [B = Backward]
- [U = Up]
- [D = Down]
- [P = Punch]
- [K = Kick]
- [G = Guard]

Modes

In *Virtua Fighter* there are three gameplay modes and three training modes. As you would expect, there is a straightforward "versus" game, giving you the opportunity to beat the living hell out of your friends, parents, and anybody else who happens into your front room. There is also an arcade mode, which takes the same form as Tekken. In this you must defeat a series of CPU controlled opponents before arriving at the final boss match against the fearsome Dural. This boss is mean, female and made out of metal. Not a good combination.

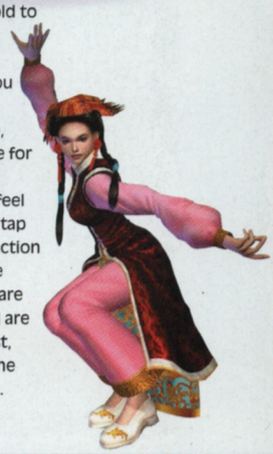
Kumite mode is the most involved story-like mode of the game. In this mode you can increase the rank and skill of your characters, and gain new costumes and items for them. Normal matches are interspersed by ranking fights that improve your standing in the fighting community.

The training modes are possibly the most useful of any we have seen. Command training will guide you through the move-lists, and free training allows you to practise what you have learned on a customised sparring partner. In addition, trial training takes you through the basics and is indispensable for any newcomers to the series or genre.

Basics

Although you should never really be wandering about the ring, we'll assume that you will work out that moving the directional button slowly will have that effect. What you really want to be doing to keep your opponent guessing is to dash around the place. There are not many of the running attacks that are such a feature of Tekken, but dashing will make your next manoeuvre more difficult to predict. To perform a dash, double tap the forward or backward button. Dashing backwards and forwards is often a good way to draw your opponent out in a stalemate situation, leaving them open for attack. If you want to have some degree of protection whilst dashing, then bear in mind that *VF4* allows you to perform a crouched dash by double tapping **D/F** or **D/B**. This will guard against most attacks whilst you are dodging about the place.

Running is rarely used in *VF4* due to the lack of running attacks, but if you must, tap forward twice and hold to run. Just don't be surprised if you get knocked out when you arrive at your destination. Likewise, there is not much use for jumping in general gameplay, but if you feel the need, tap up and tap and hold one of the action buttons to jump. The normal jump attacks are not strong in *VF4* and are easily guarded against, though there are some special ones available.



Controls

The control system at first appears simplistic, but as you advance through the game you will see the advantages. There are two buttons to punch, one to kick and, unlike Tekken, a guard button. You can still perform left or right-sided kicks, but which of these is delivered is governed by how you are facing your opponent. As with Tekken, use of the directional controls allows you to perform attacks at top, middle or low level. Many of the moves and combos require you to perform a tap or a tap and hold. See the Move Key list at the top right of the page for more info.

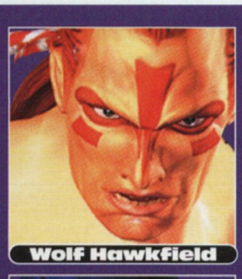
HE HARACTERS

rtua Fighter boasts 13 ayable characters plus ural, the boss who, mour has it, can entually be unlocked a playable character in rsus mode. The full n down is as follows:

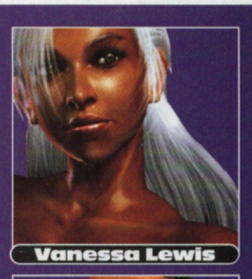
Akira

Jacky Bryant

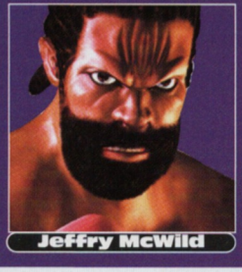
Sarah Bryant


Wolf Hawkfield

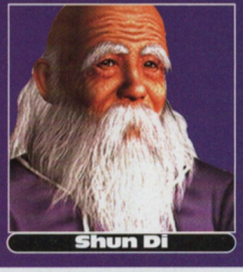
Lei Fei


Vanessa Lewis

Lion Rafale

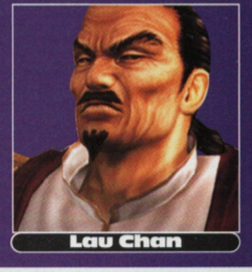

Jeffry McWild

Pau Chan


Shun Di

Kage Maru

Aoi Umenokouji


Lau Chan

DEFEND YOURSELF!

Ok, so now you know how to move about, but unfortunately there's often going to be someone attacking you, that being the point of the game. You will not last long in this game without a good defence. It is imperative to be able to both guard and evade. The guard button is there, so use it. To complement this, evade attacks by tapping up or down depending on which level the attack is coming from. Sounds obvious, but it is more effective in VF4 than you might think. Once you are guarding well, it is easy to start to transform your defence into a worthwhile attack. The top gamers will use a tactic known as poking to fight a strong opponent. This involves jabbing from behind a crouching guard until the opponent is sufficiently opened up to other attacks, much as in a boxing match. This works well in VF4, but there are other ways that are just as effective. Many characters have their own reversal moves that will both parry and reverse an attack. To perform a reversal, tap either D, B, DB, depending on the height of the attack and tap and hold P+K. This has to be timed perfectly but is spectacular when performed correctly. Most characters that don't use reversals will at least have a parry move that deflects the blow.

Now we're boring you, aren't we? You want to know how to attack. Well, VF4 has a huge array of attacking moves. The most effective are based on juggling and throwing. Tekken fans will know how to juggle. It involves kicking or punching your opponent into the air and then keeping them there. Throws are self-explanatory and each character has a wide variety. There are thirteen characters to choose from, below we have picked four of the most accessible to newcomers and listed some of our favourite moves. Happy Brawling!

Wolf Hawkfield

Wolf is a wrestler and consequently has the largest repertoire of throws in the game. He also boasts the most powerful move in the game, the unstoppable Giant Swing, and it would hardly be fair if we didn't tell you how to do that, would it?

Top Move
Giant Swing: **B, DB, D, DF, F, G+P**

Easier but still devastating
Wall Body Slam: **DF, G+P**
Tiger Suplex: **B, G+P**

DISGRACE ITEMS

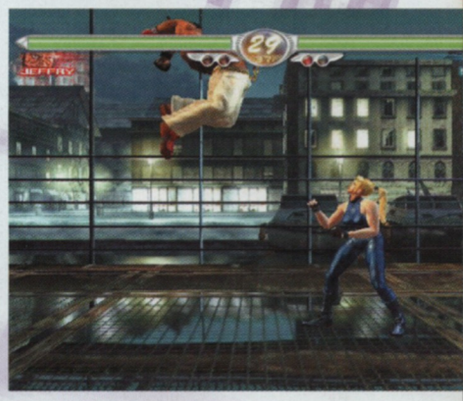
Should you not meet the standards that VF4 expects of you, it may be that you end up having to wear a disgrace item. These are items or masks that the game gives you if you are playing particularly badly. You must then raise your game to get the items removed. Thus, if you play as Jeffrey and continually let your opponent escape your throws, you will go bald. Sarah, on the other hand, has to wear some very unattractive glasses should she lose too many matches.

Jacky Bryant

Jacky is a racing car driver, and also one of the most well balanced characters in the game. His sister Sarah also features in the game, though she is not quite as strong. Jacky is ideal for newcomers to learn the ropes, and should ensure that you don't get too disillusioned.

Top Move
Sadistic Hanging Knee: **DF, DF, P+G**

We like these too...
Face Crush (into a wall): **F, F, P+G**
Northern Light Bomb: **DF, P+G**



Lion Rafale

A French student? Hardly a character to strike fear into your opponent's heart, you might think, but he has become something of an unlikely favourite. Lion is easy to learn, though not necessarily one of the strongest characters in the game.

Top Move
Mantis Leap: **UF+P+G**

Easy but effective
Seven Star Elbow: **B+P+G**
Jumping Sky Leg: **B, F+P+G**

Vanessa Lewis

Vanessa is a new character to the Virtua series. She is a far cry from the normal female stereotype of a high kicking lightweight fighter and boasts a remarkable variety of moves. She also has the option of assuming the Muay Thai stance, from which she can launch some devastating combinations.

Top Move
Stomach Crush into Front Sleeper-
DF, K+G, F+P+G

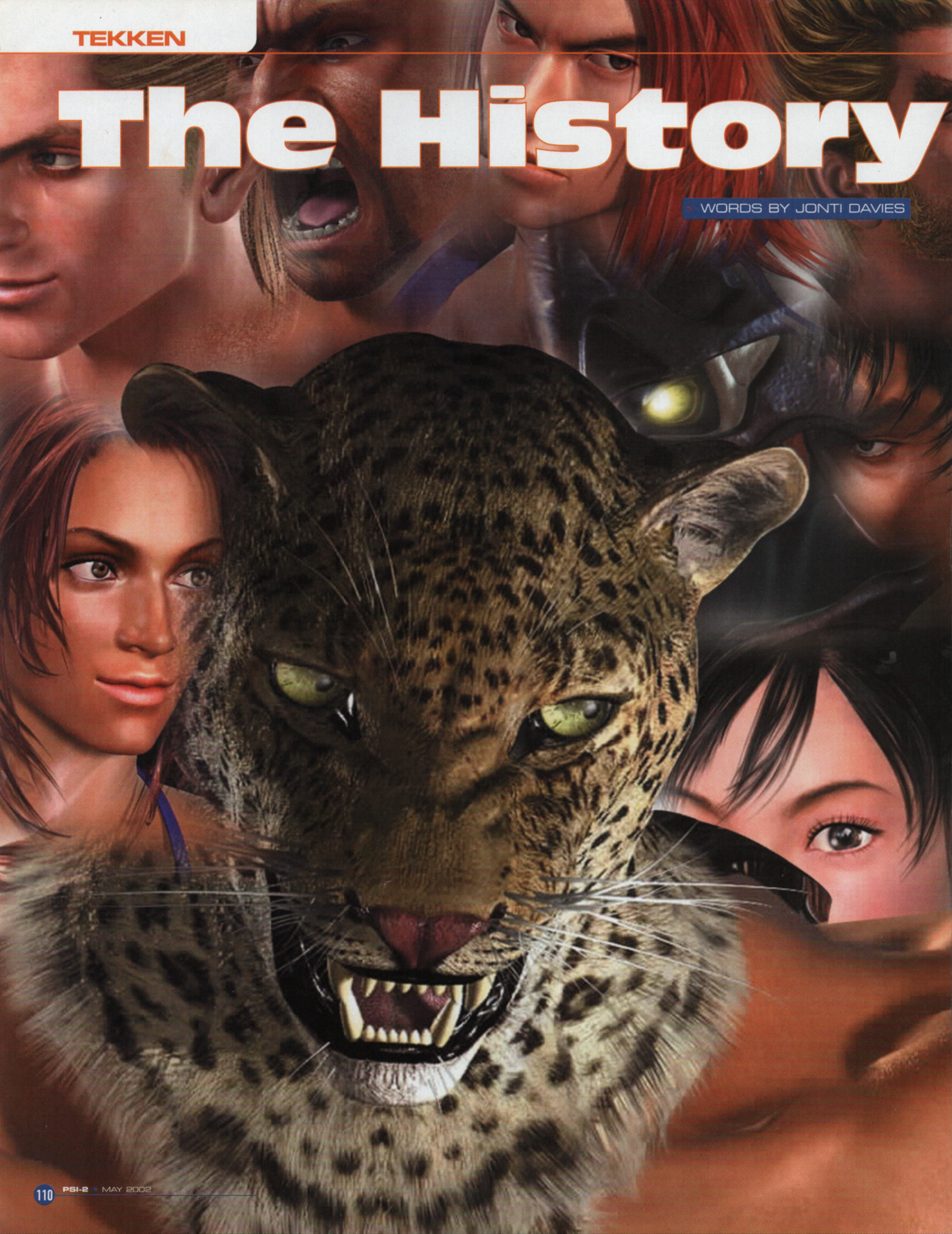
Muay Thai Combos
To assume Muay Thai: **P+K+G**
Knee Combo: **F, F, K, D, K, K**
Heel Sword: **DF, P, K**

ARTIFICIAL INTELLIGENCE

If you want to take a break from it all, then why not let someone else do the fighting for you? In AI mode it is possible to train another character to fight for you Pokémon style. You can spar with them until they reach the required standard and teach them new moves, before entering them in either Arcade or Kumite. Weird.

The History

> WORDS BY JONTI DAVIES



# of TEKKEN

Just as the 16bit generation of gamers grew up on Street Fighter, it was Tekken that introduced the 32bit crowd to videogame scrapping. Come with us as we take you on a journey into the series' past...

Back in 1994, Namco and Sega were fierce rivals in the arcade business-much more so than they are today. Namco needed something to counter Sega's massively successful Virtua Fighter (see 'Virtua Fighter History', PSi-2 18). Rave War, which would eventually be known as Tekken, was that game. Namco released Tekken in the arcades in the summer of '94. Tekken's premise was typical beat 'em-up stuff: a bevy of fighters had convened to fight in the King of the Iron Fist tournament, which was thrown by the most formidable character of them all, Heihachi Mishima. The Mishima Zaibatsu financial group sponsored the event, and the winner took all.

Tekken featured a relatively small cast of fighters (only eight were selectable initially), though they were a charismatic bunch - including the instantly recognisable likes of Paul, King, Law and Yoshimitsu - that would form the foundation for future Tekken games. Tekken's gameplay was notable for the introduction of limb control, whereby one button was assigned to each of the character's four limbs. This control method laid the basis for the entire Tekken series. Like Virtua Fighter, Tekken shunned sprites in favour of polygons, giving players a glimpse of what was to come in the 3D future of videogames. Powered by Namco's System 11 arcade board, a PlayStation conversion was fairly straightforward. PlayStation Tekken arrived in March of 1995.

Mis-Tekken

Tekken 2 furthered the original's plot, with Heihachi Mishima's son, Kazuya, taking the

TEKKEN MINI

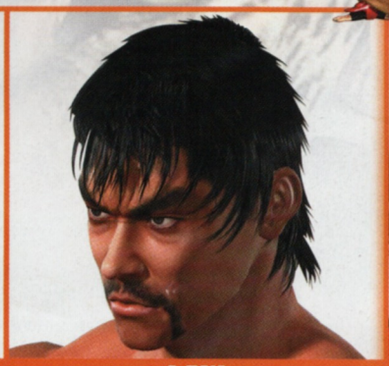
A little-known title called Tekken Card Challenge was launched to a muted reception in June of 1999. Namco developed Card Challenge for the Japan-only WonderSwan handheld, and it was published by the console's manufacturer, Bandai. Like Capcom and SNK's Neo Geo Pocket Colour card-based games, Tekken Card Challenge crossed its beat 'em-up leanings with some Pokemon-style, turn-based action to create a neat little game. The game was only released in monochrome form, for the original WonderSwan hardware, and its obscurity makes it a headache to find. For the Tekken collector, though, Tekken Card Challenge is the prize jewel.

TEKKEN ADVANCE

Tekken Advance, released in Japan late last year, gave the standard fighting gameplay a Mode 7 sort of spin on the Game Boy Advance. Sprites were used in Tekken Advance, in conjunction with scaling, to simulate the polygonal nature of its bigger brothers. Perhaps because it lacks the visual punch of its home console and arcade relations, Tekken Advance has performed relatively poorly. Not what had been hoped for, then...

CHRISTIE

PAUL

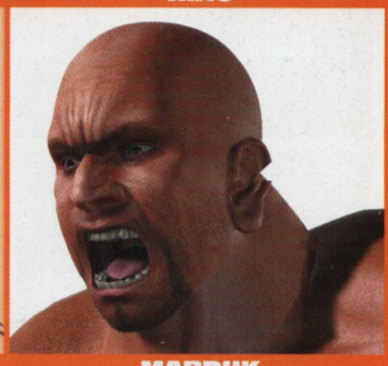

LAW

XIAO

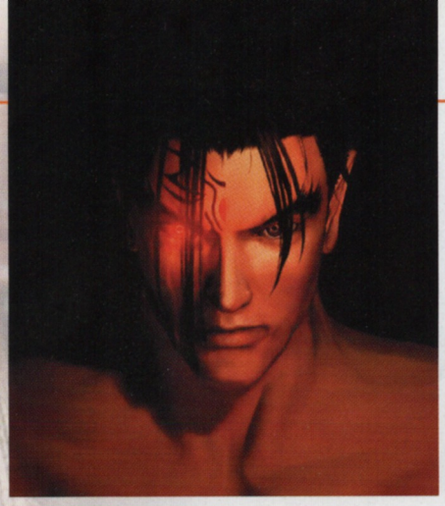
STEVE

YOSHIMITSU

HWORANG


MARDUK

role of Zaibatsu Mishima's most fearsome character. With the rewards hiked and the graphics improved, Tekken 2 was able to compete with Virtua Fighter 2 (though Sega's game had the edge) when Namco released the arcade version in mid-1995. Tekken 2 was more evolution than revolution, running on the same System 11 board as its predecessor and maintaining the original's gameplay method. Tekken 2 featured a total of 23 characters, however, which was more than enough to satisfy the cravings of players that become hooked on Tekken. Tekken 2 wasn't released on the PlayStation until 1996, but it sold over 1.2 million copies in Japan - considerably more than the original. The series' popularity was increasing...



Tekken from behind

The first game for Namco's System 12 arcade board was Tekken 3. Thanks to the new hardware's power, 3D backgrounds were introduced to complement the polygonal characters. Though the core gameplay wasn't tampered with, Tekken 3 was more refined than the first two games, with more complex and rewarding combos available. Character count was down to 18, but Tekken 3 was far and away the most impressive 3D beat 'em-up doing the rounds in 1997. It came as some surprise, therefore, that Tekken 3 received a PlayStation conversion in 1998. (Bear in mind that the System 12 board powered the awesome Soul Calibur.) But the Sony hardware rose to the challenge, resulting in a terrific port of a tremendous fighter. Little wonder, then, that 1.3 million copies were shifted in Japan.

Tekken the piss

Tekken Tag Tournament (released in 1999) was the obvious interim follow-up to Tekken 3 prior to the fully reworked Tekken 4. Tag Tournament introduced high and low kicks and punches, as well as a tag feature as popularised by such 2D Capcom fighters as Marvel Vs Capcom. Some 34 characters, collected from previous Tekken games, made up Tekken Tag's impressive list of playable scrappers. Tekken Tag Tournament ran on System 12, like Tekken 3, so it was only right that the game be improved for the series' PlayStation2 debut. Perhaps expecting something along the lines of Tekken 4, many saw Tekken Tag Tournament as something of a disappointment when it was released for Sony's new superconsole in 2000.

Tekken 4, designed for the PlayStation2-based System 246 board, arrived in arcades in 2001. This is no Tag Tournament deviation, but rather a bona fide sequel to the mighty Tekken 3. The brief experimentation with high and low commands (as opposed to left and right), as featured in Tekken Tag Tournament, has been removed in favour of the original 'button-to-limb' method-and Tekken 4 is all the more enjoyable for it. Judging by the quality of Tekken 4, you can expect the Tekken series to be around for a long time... PS2

TEKKEN: THE MOTION PICTURE

Taking its cue from Tekken's famously well animated cutscenes, Tekken: The Motion Picture, a twist on the Japanese Tekken anime, has recently become available on DVD in America. The Region 1 disc is dubbed, so expect dodgy voice acting, but the animation is, of course, top notch. Die-hard Tekken fans should track it down.

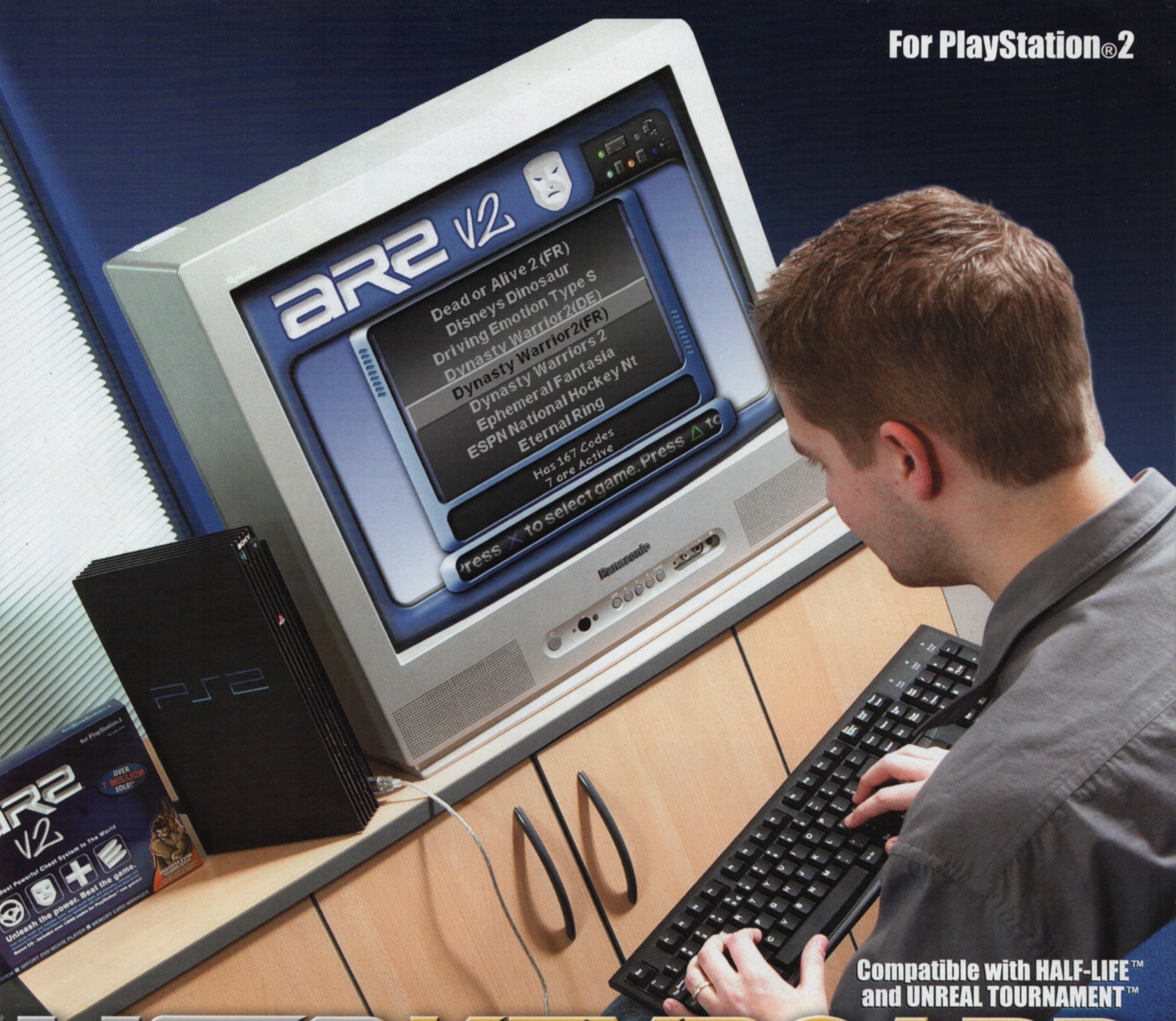
> "far and away the most impressive 3D beat 'em-up"

TEKKEN SOUNDS, TEKKEN READS

Various Tekken soundtrack CDs have been released to capitalise on the popularity of the games' audio. Numerous Tekken books have also been published. The soundtracks, most of have been published by NEC Avenue, cover all games in the main series (spin-offs excepted) and are essential - and difficult to source - items for Tekken-heads. Tekken books have appeared in the form of Gamest Mook artwork collections and guide books. As with the CDs, these are hard to find, though specialists such as Otaku.com (www.otaku.com) may be able to assist.

TEKKEN STICKS

PlayStation and PS2 controllers are perfectly suited to Tekken's gameplay system, but to recreate that arcade feel there have been several Tekken-branded joysticks released for Sony's consoles. A Hori-manufactured stick was released at the same time as PS2 Tekken Tag Tournament, for instance. More recently, a Tekken 4 arcade stick has been released to coincide with the PS2 version of Namco's latest. These joysticks have added to the Tekken experience, and at around £30 on import, they are well worth obtaining.



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WORDS BY JONTI DAVIES

PLAYSTATION VARIETY PACK

Not all PSones and PS2s are the same...

PLAYSTATION NET YAROZE

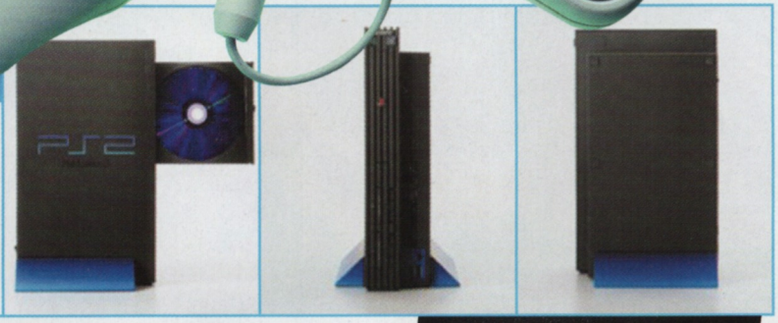
The Net Yaroze was (and is) a dream machine. Some PlayStation owners upgraded to Yaroze merely to take advantage of its region-free nature - yes, the Net Yaroze could play games from anywhere - but most opted for the costly and long-since-unavailable Yaroze to start developing their own PlayStation games. In conjunction with a PC, the PlayStation Net Yaroze allowed users to starting coding their own software. This was made relatively straightforward thanks to the compilers and manuals included in the package. At £599, however, the Yaroze was a console more expensive than almost any other (excepting, of course, the Neo-Geo and PC Engine LT) and as it was available only from Sony the Yaroze quickly became a cult favourite.

PSONE

This miniaturised PlayStation was a long time coming. It made perfect sense, really: had the PS2 been released and PlayStation left to rot, the original format would quickly vanish, even with over 100 million units installed. So in order to prolong the PlayStation's lifespan, Sony zapped the PlayStation chipset in "Honey, I shrunk the kids!" fashion and repackaged it in a neat little bundle with an abbreviated name: PSone. Cool. Throw in a Sony-made LCD display and you have the ultimate portable games machine.

PLAYSTATION2 LAUNCH TROUBLES

When the PS2 was first released in Japan it was found that, by way of a sneaky little joypad hack, Region 1 DVDs could be played on a system that was only intended to display native Region 2 NTSC movies. This raised some issues that moved Sony to eradicate this 'feature' from future models. Owners of Japanese launch models, though, can still enjoy Region 1 DVDs by simply tapping a few buttons on their PlayStation joypads. Early PS2 models didn't have an expansion bay suitable for hard drives, either, so an external drive was released by Sony in Japan for early adopters. Other than these few quirks, there has yet to be a major change in the PlayStation2 hardware.



PLAYSTATION2 TEST UNIT

This is the model that Sony distributes to developers and journalists. Instead of having the spindly PS2 logo emblazoned on its side, there is a TEST motif stamped in the same futuristic blue font. The TEST PS2 will play PS2 and PSone games from any region and it also runs CD-R and DVD-R copies of PSone/PS2 games. When developers hand beta copies of their games to the press, it's these nifty systems that negate the need for every journalist to own a TOOL PS2. TEST PS2s don't, however, play DVD movies. This model is otherwise known as a Debugging Unit.

PLAYSTATION2 TOOL UNIT

This £10,000 PS2 is suited to developers' needs - not the bedroom coders that were catered for by the Net Yaroze, but funded and legitimate development teams. Of course, the price tag would deter all but the most well to do amateurs anyway. The TOOL PS2 is stood vertically by default and it looks very much like a double-barreled spin on the standard model. It will play any CD-R or DVD-R media (so developers can give their latest build a quick spin) and it's stuffed with the sort of features that devcos need in order to, well, develop.

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Breast implants, rugby players and antibiotics are all on the mind of Clark Stacey (right), vice president of Hot Wheels developer Beyond Games. His world is a strange one...

> WORDS BY JOHN FRANKS

ONE STEP beyond

beyondgames inc

PS2 Motor Mayhem hit the market a few months ago, what have you guys been up to since then?

CS: Let me try to put this into proper British terms for your readers. Not long ago, I made the acquaintance of a friendly, inebriated English rugby player. He made reference several times to he and his teammates "going on the screaming piss." I assumed this was the result of some sort of sexually transmitted disease, since a "screaming piss" in America is closely followed by "going on the antibiotics." Gradually I came to understand, however, that he was referring to tear-assing around the city in a mad bacchanal. Immediately after Motor Mayhem shipped, then, we went on the screaming piss. Then we went into rehab for a month while the PAL version shipped, and got back to work. We are now developing an original action game for Midway, and Hot Wheels: Velocity X for THQ.

PS2 Are you happy with how Motor Mayhem did saleswise? Do you have any sales figures?

CS: We could be selling breast implants on Ibiza and still not be totally satisfied with our sales figures - you always want to do better. Motor Mayhem sold quite well, especially considering it was up against an 800-pound gorilla in Twisted Metal Black.

PS2 Are there any other plans with the series such as a sequel because it looked like Infogrames put a lot of marketing behind the game to establish it as a series going head to head with the Twisted Metal franchise?

CS: We've had some conversations along those lines with Infogrames, but there's nothing currently planned.

PS2 You mentioned Hot Wheels for THQ, can you tell us a bit about how that deal came together?

CS: We started talking to THQ about possible projects just as we were wrapping up Motor Mayhem. They were really impressed with Brainstorm - our engine and toolset. We were fortunate to get hooked up with Brian Christian, the executive producer, and Mark Morris, the producer. Brian is a stupendous badass, and both of them were committed to doing something totally new with the Hot Wheels franchise.

PS2 What do you think is the most interesting part of the new Hot Wheels game? What are you most proud of?

CS: I'm most proud of the fact that everything you wanted to do with Hot Wheels cars as a kid, you can do in this game. You imagined they could drive up walls, fire weapons, do these impossible stunts - those are all core components of Velocity X.

PS2 Did it take a lot of convincing to get Mattel to allow cars to be damaged?

CS: Mattel was actually surprisingly amenable to new ideas for the franchise. They are very careful about how we reproduce the cars in 3D, making sure we have the details right, but they've been great about us pushing the envelope a bit with their cars.

PS2 Ever played with Hot Wheels cars when you were a kid? Don't tell us you smashed them all.

CS: Oh, I play with them now. Also, no matter what time I come in here in the morning, the Hot Wheels scattered all over my desk look like they just BARELY stopped moving. I don't see them actually moving, mind you, but there's a sort of kinetic energy about them which suggests that a split-second earlier, they were whizzing around the desk like fruit flies. This wouldn't bother me too much, except there always seems to be MORE of them each morning. I've never counted them, but I really think some of these are the offspring of the six or seven I started with. I'm considering putting tape on their undercarriages so they can't get it on while I'm at home.

PS2: You developed a cross-platform technology named Brainstorm. Is it specifically targeted at racing games or can you also use it for other genres?

CS: Brainstorm is designed to be a giant, plasma-spitting robot with numerous ass-kicking attachments. The Hot Wheels game utilises the race and action game attachments. However, if we wanted to start tomorrow on, say, a platform game or a first-person shooter, the functionality is already there to support it on all of the next-gen consoles.

PS2: What's your experience regarding the programming of the various consoles? Where do you see the PlayStation2's strengths in comparison to other consoles?

CS: I'm sure everyone has heard the complaints about the complexity of developing for the PS2. It also separates the wheat from the chaff, though - for the code teams that really invest the time in understanding and utilising the PS2 architecture, it pays off huge. Its main strength, I think, is its raw horsepower and cranking out polygons. The trick is getting the most out of that and using it creatively.

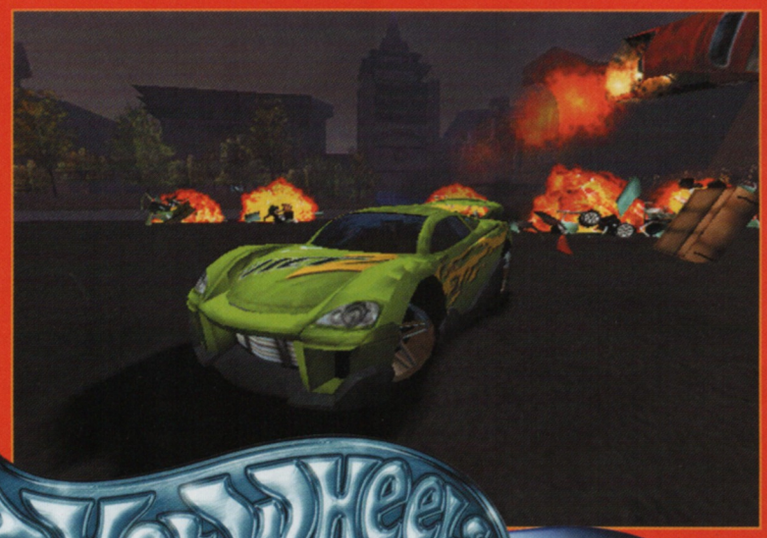
PS2: Now that there will be an online-play version of Twisted Metal Black, would you be interested in doing that for Motor Mayhem? Got any plans generally regarding online play?

CS: I've played the online version of Black and it looks good - at least on a LAN. We'd love to do an online version of Motor Mayhem, and Brainstorm's already supports networking. The question, though, is when there will be enough broadband connections out there to make this feasible.

PS2: There was also some negative feedback regarding Motor Mayhem. Did that feedback influence you in your development of the other titles you're currently working on?

CS: Absolutely. We love to get feedback from the gaming community - positive or negative. The more vocal consumers are, the better our games will be. Our current titles definitely took the negative comments we heard about physics in Motor Mayhem to heart, and solving our physics problems was our first step in development.

PS2: Thanks a lot for your time. Anyone for a screaming piss? PS2



A WEEK IN THE LIFE OF...

RUNECRAFT
games by design

COMPANY NAME:
Runecraft

DEPARTMENT:
Art and Design

NAMES:
Alan Wood, Mark Edwards

CURRENT PS2 PROJECT:
Premier Manager 2002

PUBLISHED BY:
Infogrames

STAGE OF PROJECT:
Late Beta testing

Right now, the team at Runecraft is working on a whole batch of next gen titles. With World Cup fever just around the corner, we thought that it was our duty to have a behind the scenes nose at how things are coming along with Premier Manager for PS2.

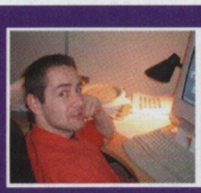
ABOUT THE GAME

> WORDS BY LISA ASH

PRODUCER PHIL BRADLEY

Premier Manager has been designed specifically with PS2 in mind. Our competition are porting the game from one machine to another or enhancing the game from a previously exisiting PC or PSone title. We scrapped pretty much everything from previous versions of Premier Manager, looked at the flaws in the design and logic and started from scratch nearly 2 years ago now.

We are now in the middle of Beta testing and splitting our time between getting bugs fixed but also adding more polish to the game. The difference between a good game and a great game is often the "polish". The team here have been on the game for nearly two years now and have a pride in what they are doing and don't want to leave anything unfinished. The late nights are really starting to kick in now to ensure we meet our end date... so another few more weeks of pizza and curry - the local pizza shop will sure miss the hundreds of pounds of revenue they get out of us when the game is finished and the team return to "normal" diets - for a few weeks before starting on the next project!



ALAN WOOD - LEAD ARTIST

Oversees the art work and represents the art team in project meetings. He also helped put the art team together during pre-production and did some of the preliminary conceptual art work. His team is Newcastle United.

MARK EDWARDS - SENIOR ARTIST

Has 14 years of game development experience and over 20 games titles in his CV. He has been involved in many areas on Premier Manager. These include initial concept, game design, character modelling, animation and texturing. Mark supports Sheffield Wednesday, fighting relegation as Mark wrote this diary.

DAY 1

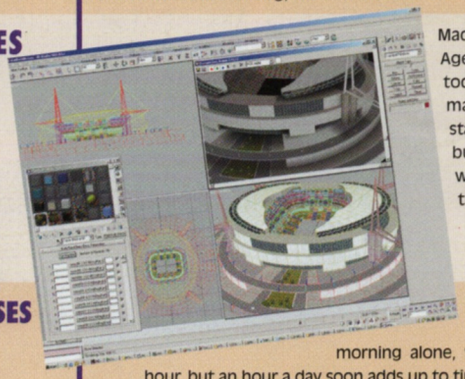
ALAN

TO DO:

▲ L: Programmer Paul Hoggart contemplating writing an export program

To meet with Paul Hoggart, the Lead Programmer on Premier Manager at 9.30am to see if the work I'd done on Saturday imported into the game ok. He's been here since 6.30am so has had plenty of time to look into this. The imported models look fine but the textures are wrong, we now need to see if it's Paul's problem or mine.

PLUSES



Made a good start to our network Age of Empires game at lunchtime today. Secured about 25% of the map! The Premier Manager stadium exports were OK too, but the texturing bug is a little worrying as we haven't found the source of it yet.

MINUSES

My machine is on its last legs and crashed 5 times in the morning alone, which set me back about an hour, but an hour a day soon adds up to time I have to make up later on.

SATISFIED?

I don't think you can ever be fully satisfied with what's achieved in a day. A good day is when you get a shed load of work done with no interruptions and everything goes smoothly. There's about as much chance of that happening as Kate Moss ringing me up and asking if I fancy going out for a night on the beer. In other words today has been a bad day! Time for a pint.

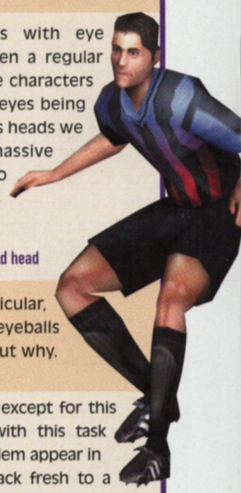
MARK

▲ Infogrames testers at work

My task for the coming weeks is altering the physiques and meshes of 3D characters and rooms as and when the programmers and the Infogrames on site games testers find issues. Having them on-site makes the reporting of bugs easier as well as adding to the daily pizza bill.

I found 3 basic problems with eye positions today. This has been a regular problem throughout all of the characters in game due to the body and eyes being separate meshes to the various heads we are using. There are a massive amount of combinations, so getting them all right has taken a long time.

◀ Working on the mesh of a medium build head



There is one character in particular, the Physio, that has high eyeballs with the head mesh and at this time I can't figure out why.

After 3 hours of overtime everything has gone as planned except for this Physio character that I mentioned above. I'll continue with this task tomorrow and will quite possibly see the answer to the problem appear in a different light. It is often the case that if you come back fresh to a problem the following day a solution will present itself.

We both worked until about 8:30 tonight, a normal finish at this stage of the project, although it feels like it's been "this stage" for the past year!

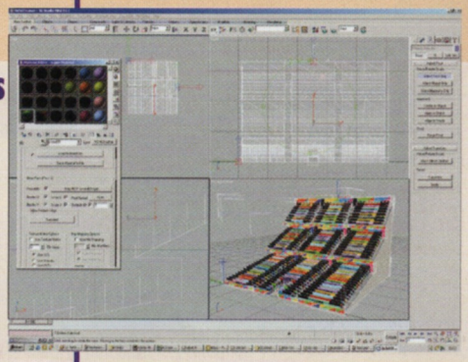
DAY 2

ALAN

TO DO:

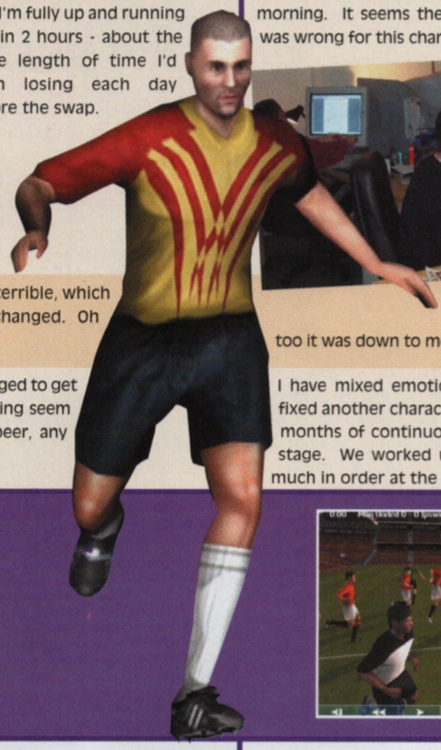
My main task today is to finally swap machines. Once that's done and everything is set-up again I'll be back to texturing models. It's a simple enough job but there are hundreds of models to get through, so it feels like a never-ending task.

▲ Artist Phil Brown helping with stadium design



PLUSES

The swap over went smoothly and I'm fully up and running within 2 hours - about the same length of time I'd been losing each day before the swap.



MINUSES

The new machine works great but the soundcard is terrible, which means I have to work music free until I can get it changed. Oh well, I can't have a perfect day I guess!

SATISFIED?

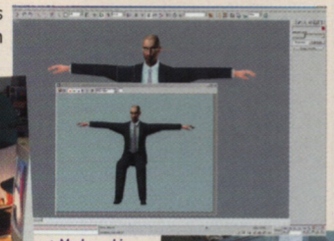
It was a smooth transition to the new machine. I managed to get a fair amount done today and the coding and modelling seem fairly well in sync. Expecting a call from Kate re: beer, any minute now.

MARK

The Physio character has been on my mind all morning and I can't wait to sink my teeth into the eye position errors. Other than this task I am continuing to tweak all characters as and where I see fit.

▸ PS2 programmer Ady Waterhouse, working with Mark on the exports

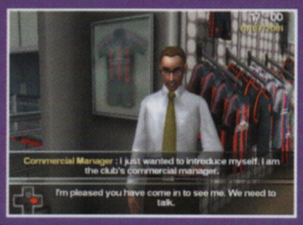
I fixed the eye position problem this morning. It seems the neutral position was wrong for this character.

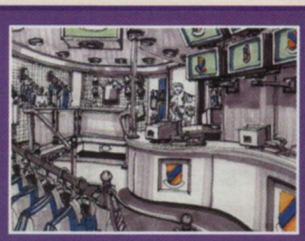


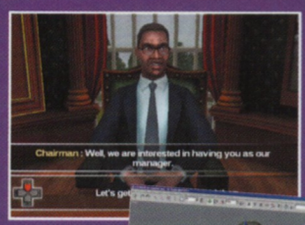
◂ Mark working out the eye position problem

My PC has started overheating for some reason, I'd say too it was down to me doing so much work! ▸ Overheated PC..

I have mixed emotions over today. I'm glad that I've fixed another character but frustrated that the computer is failing me after 18 months of continuous use. It's not something I need at an important beta stage. We worked until 10pm tonight, as you can tell, late nights are very much in order at the moment.


Commercial Manager : I just wanted to introduce myself. I am the club's commercial manager.
I'm pleased you have come in to see me. We need to talk.





DAY 3

ALAN

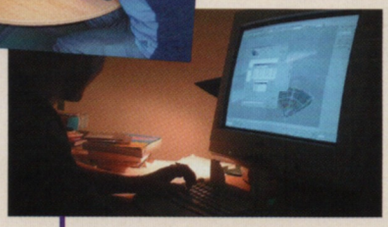
TO DO:

To continue to export all models so we can test the database. [The game has over 200 clubs and most have their own stadiums. The models for each need checking manually by Tom the assistant producer.]

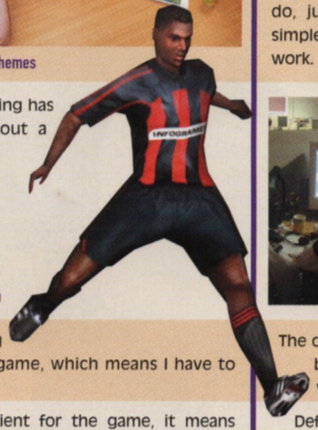
◂ Mark, Alan and Tom checking out colour schemes

PLUSES

The exporting has gone without a glitch.



◂ Working on stadium design



MINUSES

A new system has been developed for using replacement textures for quicker uploads in the game, which means I have to re-export everything that I've done to date.

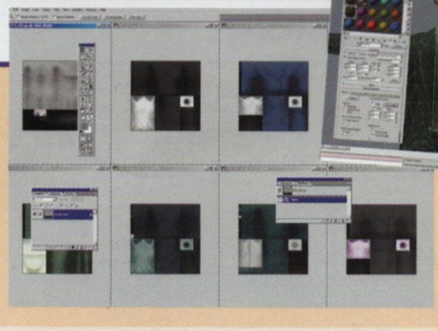
SATISFIED?

Even though the new system will be more efficient for the game, it means everything needs re-texturing and re-exporting. This will set me back about a week, although Paul is going to try and help out by writing something so that the export can be done automatically rather than by hand.

Went to the pub at 8pm. The thought of re-doing everything again requires beer.

MARK

Today I've decided to take a break from physique-ing and begin updating the textures for the character outfits. There is no 3D to do, just nice and simple Photoshop work.

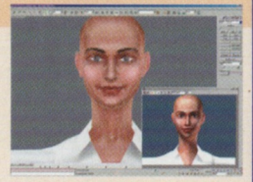


I very happy with the results developing today. Immediately the characters stand out better against the backgrounds with more realistic textures. Even at this late stage in development we are able to keep making the game look better. It's good to have time to do this if you can, it stops a game feeling like it has been rushed out.

◂ Mark working on the Secretary character

The casing is still off my PC and it's only overheated only once today, I guess this bodge fix seems to do the trick. Maybe it's because I work so hard my hardware just can't keep up to the pace (grins).

Definitely



DAY 4

ALAN

TO DO:

To create one material using placeholder textures that can then be applied to all models. This will speed the upload time in game, but will take a long time to apply to all models again.

PLUSES

It's been one of those days where I'm struggling to think of a high other than the walk home and the thought that things can only get better tomorrow!

MINUSES

Recovering from a monster hangover. One beer after work morphed into a late night session.

SATISFIED?

As far as the overall game goes, we are now putting in place a faster texturing system, which is a good thing in general. Unfortunately it has put the artwork behind schedule, this will mean more time in the office to catch up - although with this hangover the alternative of spending time in the pub doesn't appeal much anyway! However the new material is almost ready to start re-applying to the models

MARK

I've been asked to look at the animations for the 3D highlight engine by our Lead Programmer Paul Hoggart aka 'Hoggy'. What's needed is a cup celebration scene where the football team stand and crouch together in the centre of the pitch with the competition cup in the centre. This work involves the use of character studio in 3DSMax and an Infogrames player model pre-physiqued. What I've done is create a loopable 70 frame animation of the character breathing and 6 variations.

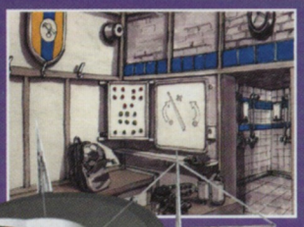
▲ A character being animated for the cup highlights. The player's physiqued and able to move cleanly by selecting parts of the biped underneath the mesh, in this case the upper arm

Completing all animations and tidying up more clothing textures has been the basis of the day and I'm happy with the results.

◀ Mark, Alan and Tom working out player positions for replay scenes

The animations once on the PS2 don't show up too well and appear quite static. We possibly need specific animations that can be introduced at random points so the players wave, turn heads etc.

One of those days that requires headphones, loads of music, lots of coffee and nose to the grindstone. Worked till about 9.00, but was in bed by 10.



DAY 5

ALAN

TO DO:

To finish off the new material and start applying it to the 200+ stadium models.. again.

PLUSES

It's Friday! Paul decides to work on a batch exporter which, if it works, should put the artwork right back on schedule and in the long run speed it up. I'll be taking him out for beer instead of Kate, he's far more useful and won't get pregnant, although we'll probably end up in the local casino along with our Producer Phil Bradley.

MINUSES

It looks like I might have to come in over the weekend again to do some catching up... but hopefully only for a few hours, I need to get SOME life outside of work.

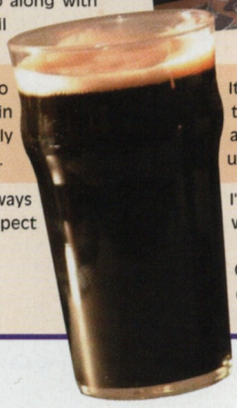
SATISFIED?

There have been a few ups and downs this week, but it's always good to end the week with something positive, and the prospect of having a batch exporter is great.

MARK

On a Friday I prefer to take a relatively "small" task on board rather than one that will spread into Monday and beyond. For this reason I've decided to tidy up the 3D pitch and use it in the iconised display of the match too. This has made it look a lot better if I do say so myself! Ady Waterhouse has also found some more problems with character eye postions and morph targets for the facial animations. This will have to be sorted next week now.

The pitch looks a lot better for one day's work. Even better Phil seems to like it also!



It would have been great to have more sponsors for use in the game so that we can have more varied hoardings. But I've used the ones we have and incorporated a range of logos of the companies we can use to break up the monotony.

I've enjoyed today and it's been a nice day to end a stressful week. Varying the workload seems to be the secret to keeping my work fresh and interesting.

Get out on time tonight, it is Friday after all and meet some of the guys down the pub straight after work. It's always good to end the week having a few beers and setting the world to rights!

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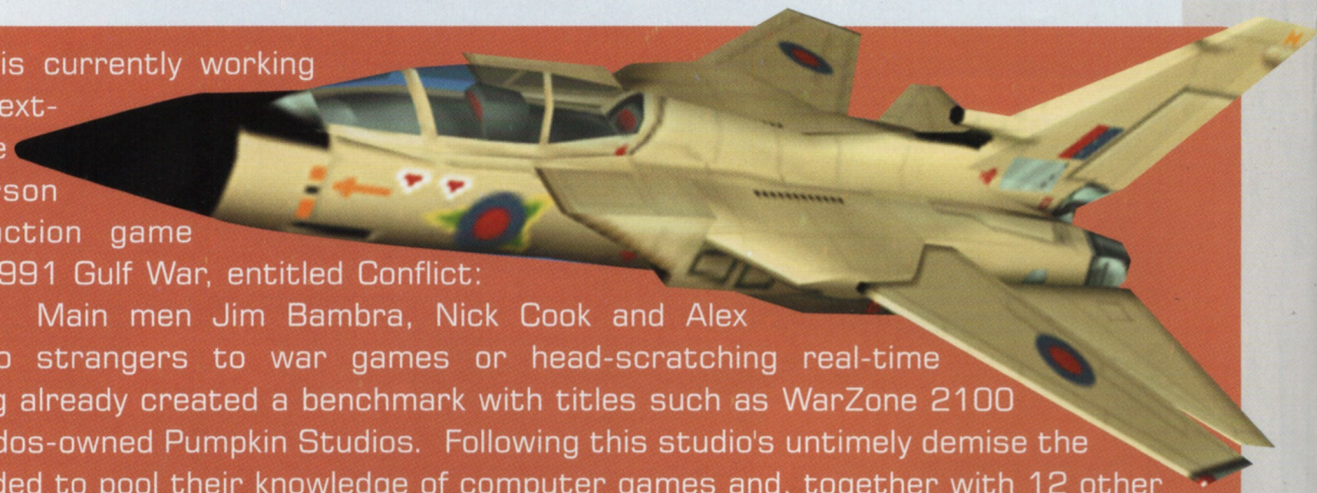


Pivotal Games is currently working on its first next-generation title - a third person squad-based action game based on the 1991 Gulf War, entitled Conflict: Desert Storm. Main men Jim Bambra, Nick Cook and Alex McLean are no strangers to war games or head-scratching real-time strategy, having already created a benchmark with titles such as WarZone 2100 whilst at the Eidos-owned Pumpkin Studios. Following this studio's untimely demise the three men decided to pool their knowledge of computer games and, together with 12 other ex-Pumpkin Studios veterans, formed this new venture. In August 2000 Pivotal became part of the Kaboom Group, the UK's largest independent interactive games developer which functions as a network of indies who share skills and technical know-how and includes the likes of Attention To Detail, AudioMotion, Gamesworks and Silicon Dreams. We joined Managing Director Jim Bambra in the final stages of Pivotal's current PS2 project to ask what it's been like so far...

> WORDS BY LISA ASH

Independent

the vitals

Company name: ..... Pivotal Games
Founded: 2000
No of employees: 42
Location: ..... Bath
Website: ..... www.pivotalgames.com
Games published: .... Warzone 2100 (PC/PSX), X-Com Terror From The Deep (PC/PSX), X-Com Enemy Unknown (PSX/PC), Gunship (PSX)
Games working on: ..... Conflict Desert Storm and The Great Escape, both for PS2

PIVOTAL GAMES

S OBY

Q: Firstly, could you please introduce yourself and tell us about your role at Pivotal?

A: Hi I'm Jim Bambra, managing director. I'm also lead designer and executive producer in my spare time.

Q: Could you give us a short history of the Company?

A: Pivotal Games was founded following our departure from Eidos in March 2000. Previously we were known as Pumpkin Studios and had been in existence for over four years. Prior to that the majority of us worked together at MicroProse UK.

Q: You acted quite fast in setting up again. Was the intention always there to eventually establish something like Pivotal Games?

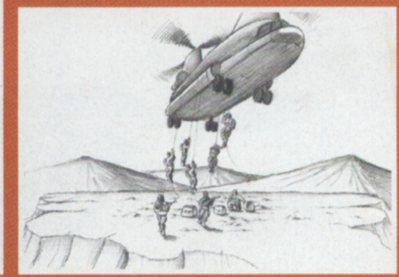
A: In many ways it was a continuation of Pumpkin Studios. All of the original founder members of Pivotal Games were with us at Pumpkin. We decided that the best way forward was for us to move the studio to new premises and get on with developing our next product. Setting up Pivotal Games was such a natural progression that there was no way we would not have done it.

Q: What are the main differences you've seen in the way you work, comparing back then and now?

A: Back then when we developed Warzone 2100, we did so on PSone and lower end PCs. The major differences since then have been the vast improvements in the graphics on PS2, Xbox and PC. We now use more texture memory for a single Desert Storm soldier than we did in the whole of Warzone 2100!

Q: What advice, if any, would you give any budding Indies?

A: Keep at it and don't get discouraged. Make sure that you've got a great team and a great product to work on. Then get out there and sell your ideas to a publisher.



archive

▲ X-Com Enemy Unknown (PSX,PC), 1994

▲ Zeewolf 2 (Amiga), 1995

▲ Warcraft (PC), 1996

▲ G-Police (PC,PSX), 1997

▲ Warzone 2100 (PC,PSX), 1999

▲ Who Wants To Be A Millionaire (PC,PSX,DC), 2000

Q: How has Pivotal expanded and what changes have you seen since you first set up?

A: We set up Pivotal with 15 staff. We now have 42. We've moved from our original building into a larger one, and have recently taken on another unit. From one team working on Desert Storm we now have two. The second team is developing the Great Escape for SCi. For me it's meant more delegation and less hands-on design, while I do more studio management, but I'm still very involved in both games.

Q: How does it work being part of Kaboom Studios?

A: Being part of Kaboom Studios gives us access to other developers in the group to share ideas and solutions to any technical problems that crop up. It gives us access to the motion capture facilities at Audio Motion which we have used extensively for the Great Escape.

Q: What sort of next-gen technologies are you working with?

A: PS2, Xbox, GameCube and high end Nvidia cards for PC

Q: Are there any industry bods you admire or have influenced you when making games?

A: I've always admired id who created Quake. I also love the Final Fantasy games produced by Square Soft. With Desert Storm we've blended third- and first-person action games with our own unique ways of doing things, so in some ways we've drawn inspiration from the Tomb Raider series and Metal Gear Solid, as well as first-person shooters such as Half-Life and Quake.

Q: Do you have a favourite genre? Wargames maybe...?

A: Wargames are what we're best known for, but I also enjoy storytelling games and action-based games.

Q: How's it going with Conflict Desert Storm? When do you expect it to be released?

A: Desert Storm in its final production stages. We're just putting the finishing touches to the difficulty curve, and putting the final polish on the graphics. The game is looking fantastic and is great fun to play. We're very happy with the results. The projected release date is September 2002. PS2

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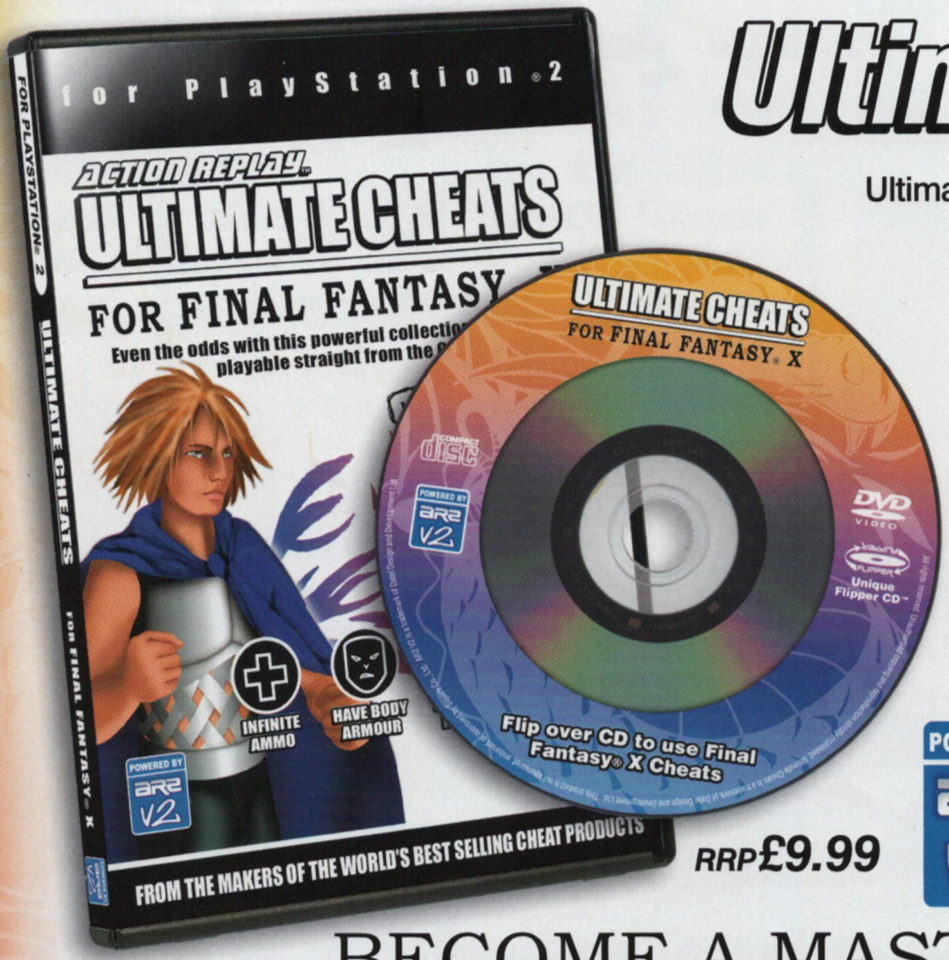
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- **Interview:** Unreal Tournament
- **PS2 Game Reviews:** Timesplitters, Midnight Club, SSX, ISS
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- **PS1 Playable Cheats:** The World Is Not Enough, Medal of Honor: Underground
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- **PS2 Game Reviews:** Dinosaur, Gungriffon Blaze, Rayman Revolution, Top Gear Daredevil, Theme Park World

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- **PS1 Playable Cheats:** Dino Crisis 2, Spyro Year Of The Dragon, Alien Resurrection
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- **PS2 Game Previews:** Gran Turismo 3 A-Spec, Dark Cloud, Lotus Challenge

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- **PS1 Playable Cheats:** Final Fantasy IX
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- **PS1 Playable Cheats:** Buzz Lightyear Of Star Command, Vanishing Point, Who Wants To Be A Millionaire
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- **PS2 Game Reviews:** Star Wars Starfighter, Unison, 4X4 Evolution

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- **PS1 Playable Cheats:** The Simspons Wrestling, ISS Pro Evolution 2
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- **PS2 Game Previews:** Resident Evil - Code: Veronica, Devil May Cry, Red Faction
- **PS2 Game Reviews:** Extermination, Klonoa 2, ISS 2

Issue 9 CD contents:

- **PS1 Playable Cheats:** Time Crisis Project Titan, Duke Nukem: Land Of TheBabes
- **PS2 Playable Cheats:** Quake III Revolution, Unreal Tournament
- **PS2 Game Previews:** Shadowman 2 The 2econd Coming
- **PS2 Game Reviews:** GT3, Guantlet, Fur Fighters, Bloody Roar 3
- **Interview:** Baldur's Gate: Dark Alliance

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- **PS1 Playable Cheats:** 50 Game Cheat Archive, Mat Hoffman's Pro BMX, AITD
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- **PS2 Game Reviews:** Le Mans 24 Hour, Dark Cloud, Wacky Races
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- **PS1 Playable Cheats:** Evil Dead Hail To The King, World's Scariest Police Chases
- **PS2 Playable Cheats:** GT3 Circuit Breaker, Onimusha, Red Faction
- **PS2 Game Previews:** Project Eden, Thunderhawk, Rayman M
- **PS2 Game Reviews:** Gift, Onimusha

Issue 12 CD contents:

- **PS1 Playable Cheats:** FFIX, FF8, Digimon World, Breath Of Fire IV, Driver 1&2
- **PS2 Playable Cheats:** GT3, ATV Off-Road Fury, Quake III Revolution, Tokyo Xtreme Racer
- **PS2 Game Previews:** Onimusha 2, Tekken 4, Herdy Gerdy, Soul Reaver 2, Half-Life, Final Fantasy X

Issue 13 CD contents:

- **Two free games:** Painter and Space Invasion
- **Action Replay V2 Demo**
- **PS2 Playable Cheats:** Extreme G3, Resident Evil Code Veronica X, Bloody Roar3

Issue 14 CD contents:

- **Two free games:** Karate Joe and Pocket Smashout
- **Action Replay V2 Demo**
- **PS2 Playable Cheats:** F1 2001, This Is Football 2002, Dark Cloud

Issue 15 CD contents:

- **Trial Version of DVD Region X**
- **AR2 V2 Demo**
- **PS2 Playable Cheats:** GTA III, Airblade, Time Crisis 2
- **YABASIC Game Puk-Man**
- **Two Free Games:** Race Time & Full Time

Issue 16 CD contents:

- **Two Free Games:** ATV Racer & Hang Time
- **Action Replay V2 Demo**
- **DVD Region X Demo**
- **PS2 Playable Cheats:** Tony Hawk's 3, SSX Tricky, WWF Smackdown! JBI

Issue 17 CD contents:

- **DVD Contents**
  Demos of MGS2, FFX, Herdy Gerdy The Thing and more Movie Trailers
- **Cheat Disc contents**
  Playable Cheats for Devil May Cry, Baldur's Gate, World Rally Championship
  Yabasic Games: Spaced, Jet Pac 2.

Issue 18 CD contents:

- **Free DVD Region X Worth £19.99**

Issue 19 CD contents:

- **Previews:** Jedi Starfighter, Mike Tyson, Master Rallye and m
- **Reviews:** Virtua Fighter 4, Grandia 2, Deus Ex, Sled Storm an
- **Interviews:** Hideo Kojima & Jason Kingsley
- **Games Saves:** Wipeout Fusion, Baldur's Gate, State of Emergency and loads more
- **Playable Cheats:** MGS2, Max Payne, Wipeout Fusion, Sta Emergency
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THE IN SOUND OF INPUT 64

>WORDS BY MATT MARTIN

The Commodore 64 had a dedicated sound chip and dedicated musicians to work with it. We met up with the record label behind a recent compilation of superb C64 tunes to find why they are still relevant as more than retro nerd nostalgia.

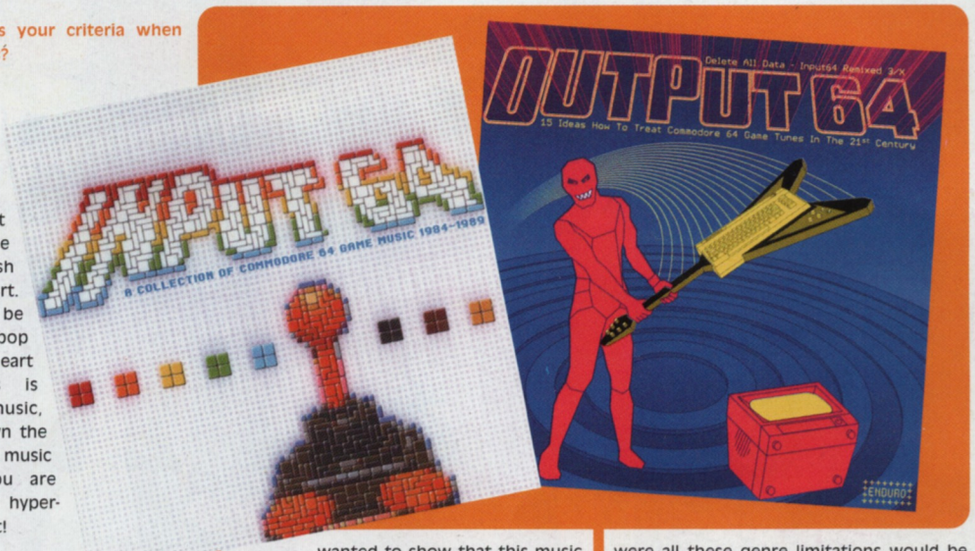
Unput 64 is a compilation album released by Germany-based record label Enduro. It's not your usual music compilation though. It's a collection of tunes from Commodore 64 games from 1984-1989 that stands out as selection of excellent music in its own right. Anyone thinking it's some novelty retro compilation couldn't be more wrong.

PSi-2: So what was the original reason for releasing the Input 64 compilation? With the CD insert there's more than just music here, there's a historical and technological context...

Enduro: All the things about the importance and historical significance of this scene came later while we were working on the compilation. Aside from it being historic and nostalgic listening, everyone that has played the games has enough nostalgia already; we didn't want to push this relation any further. First and foremost this is music in SID files (the music chip in the C64) that rocks your body. The main reason was the music, the music, the music.

PSi-2: Some of the music, despite its limitations, has a very contemporary sound. What was your criteria when choosing the music?

Enduro: Songability. We didn't want to make a greatest-games compilation with big names but lousy music. The music should clash with booty and heart. There had to be elegiac hymns, pop pearls and heavy heart breakers. This is contemporary music, you can drive down the street and turn the music up loud and you are f**king king! It is hyper-modern and far out!


INPUT 64
A COLLECTION OF COMMODORE 64 GAME MUSIC 1984-1989
OUTPUT 64
Delete All Data - Input64 Remixed 2/X
15 Ideas How To Treat Commodore 64 Game Tunes In The 21st Century
ENDURO

PSi-2: You've since released a follow up compilation - Output 64, where musicians have re-interpreted original Commodore 64 music. Were these composers given complete freedom in their interpretations?

Enduro: Yes, absolutely. No borders. We wanted to show that this music has a lot of potential under very different circumstances. You have to know that there is a scene that treats this music like a sanctuary. But there is so much more to Commodore 64 music, even though the sound is restricted. Within it there exists techno, heavy metal, pop - and so we thought of getting a compilation together were all these genre limitations would be shown to make no sense.

To listen to all the tracks on the Input and Output 64 compilations (including original themes from Turbo Outrun, Arkanoid, Boulder Dash, and Yie Ar Kung-Fu) as well as the exclusive vinyl-only releases visit www.enduroplus.net PS2

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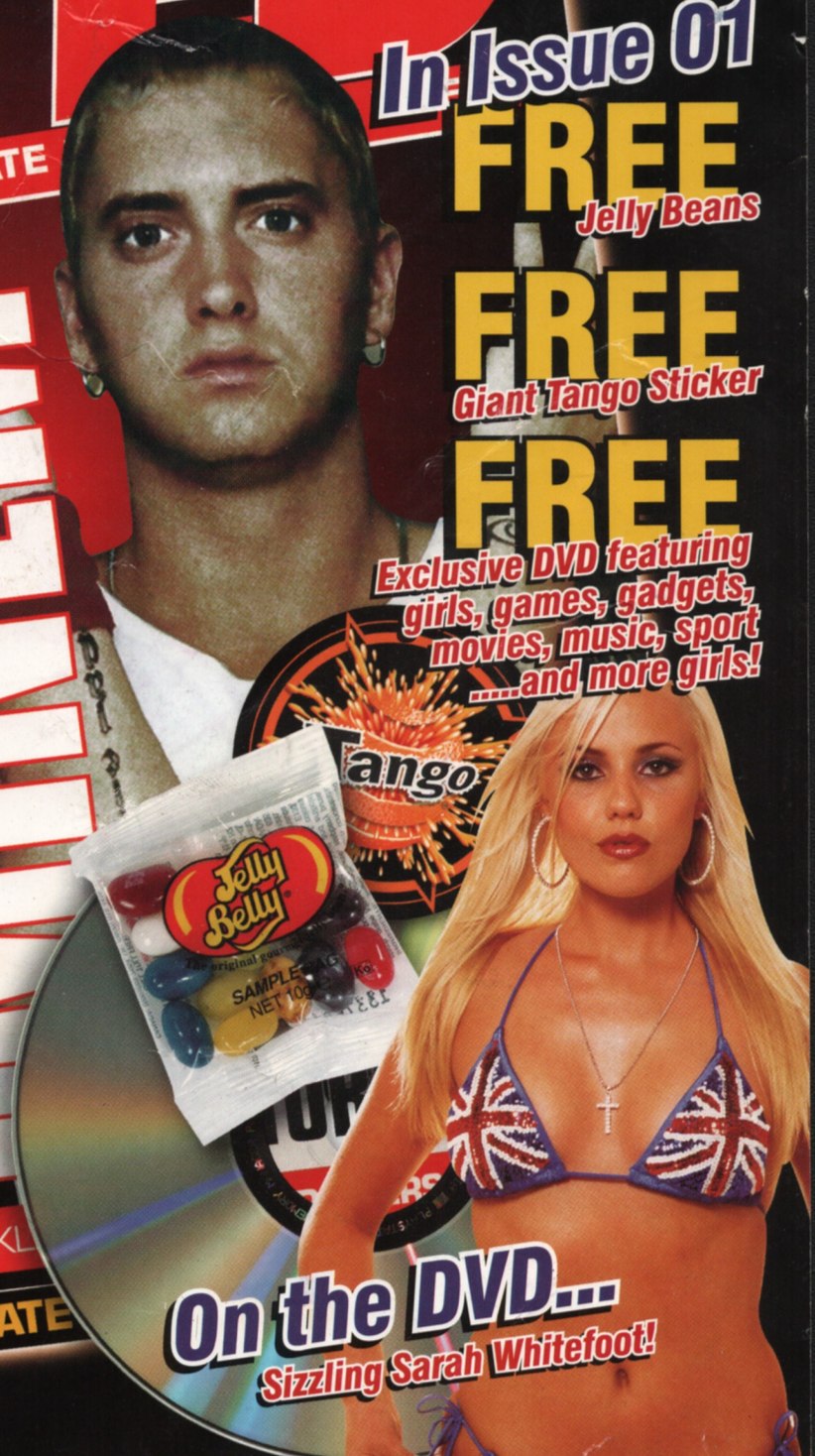

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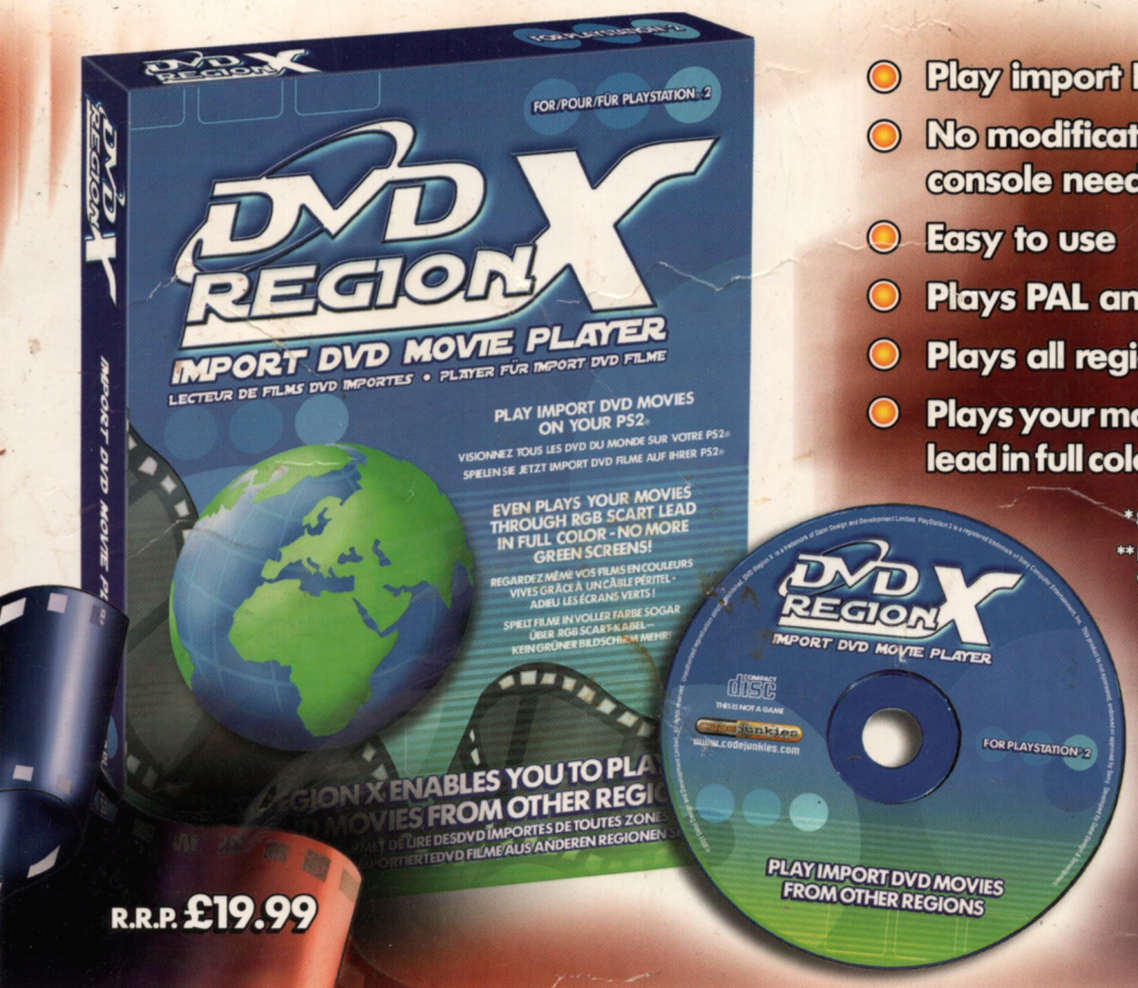
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